

Uul Lentivirus Heavy Scout

SPECS

Class: Capital Ship
In Service: 2205
Point Value: 1250
Ramming Factor: 240
Jump Delay: 10 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 16
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Gamma Irradiator
Class: Radiation
Mode: Special
Damage: None
Range Penalty: -1 per 2 hexes
Fire Control: +3/-2/-
Intercept Rating: N/A
Rate of Fire: 1 per 4 turns
Special: Kills 1d4+1 units of troops on ship and irradiates ship. Fighters automatically drop out.

Medium Rad Bolter
Class: Radiation
Mode: Standard
Damage: 15
Range Penalty: -1 per 2 hexes
Fire Control: +4/-4/-1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns
Special: roll 1d6 on "5" or "6" kills 1 unit of troops on ship being fired upon. Fighters automatically drop out.

Rad Torpedo
Class: Radiation
Mode: Standard
Damage: 12
Range Penalty: none (max 30)
Fire Control: +3/-1/-
Intercept Rating: N/A
Rate of Fire: 1 per 2 turns
Special: roll 1d6 on "5" or "6" kills 1 unit of troops on ship being fired upon. Fighters automatically drop out.

Dual Rad Array
Class: Radiation
Mode: Standard
Damage: 10
Range Penalty: -2 per hex
Fire Control: +3/-4/+5
Intercept Rating: -2
Rate of Fire: 2 per turn
Special: roll 1d6 for each hit on "6" kills 1 unit of troops on ship being fired upon. Fighters automatically drop out.

FORWARD HITS

1-5: Retro Thrust
6-7: Gamma Irradiator
8-9: Rad Torpedo
10-11: Medium Rad Bolter
12-18: Forward Structure
19-20: PRIMARY HIT

PORT HITS

1-5: Port Thrust
6-7: Dual Rad Array
8-9: Medium Rad Bolter
10: C&C
11-18: Port Structure
19-20: PRIMARY HIT

STBD HITS

1-5: Stbd Thrust
6-7: Medium Rad Bolter
8-9: Rad Torpedo
10-11: Dual Rad Array
12: Sensors
13-18: Stbd Structure
19-20: PRIMARY HIT

AFT HITS

1-5: Main Thrust
6-7: Medium Rad Bolter
8-9: Dual Rad Array
10: Engines
11: Jump Engine
12-18: Aft Structure
19-20: PRIMARY HIT

PRIMARY HITS

1-13: Primary Structure
14-15: Gamma Irradiator
16-17: Hangar
18-20: Reactor

SPECIAL NOTES

Limited Deployment (33%)
Uul Carapace
Bio-Energy Diffuser
ELINT Ship

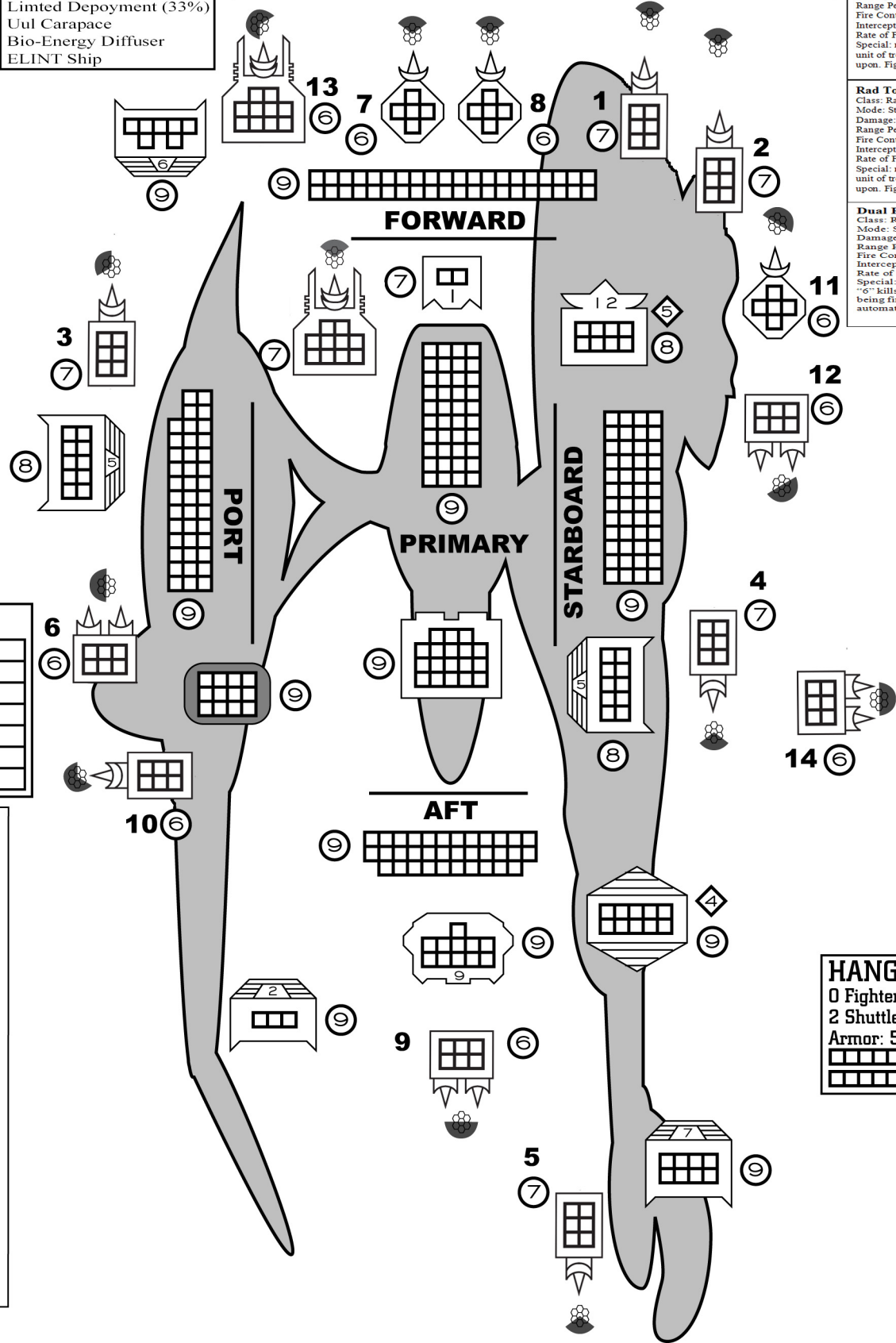
SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Gamma Irradiator
- Medium Rad Bolter
- Rad Torpedo
- Twin Rad Array



HANGAR

0 Fighters
2 Shuttles: Thrust: 4
Armor: 5 Defense: 9/11