

TC Icus Scout Jumpship

SPECS

Class: Capital Ship
In Service: 2244
Point Value: 800
Ramming Factor: 230
Jump Delay: 24

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: +1
Initiative Bonus: +0

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

WEAPON DATA

Antimatter Cannon

Class: Antimatter
Modes: R, P
Damage: 2X+16
Maximum X: 20
Range Penalty: Special
Range 0-10: No penalty
Range 11-20: -1 per hex
Range 21+: -2 per hex
Fire Control: +5/+3/-2
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Light Pulse Cannon

Class: Particle
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

HANGAR

6 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

FORWARD HITS

1-5: Retro Thrust
6-8: Hanger
9-10: Antimatterannon
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-9: Lt Pulse Cannons
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-12: Primary Struct
13-14: Sensors
15-16: Engine
17-18: Jump Engine
19: Reactor
20: C & C

SPECIAL NOTES

Limited Deployment (33%)
ELINT Ship

SENSOR DATA

Defensive EW

Target #1

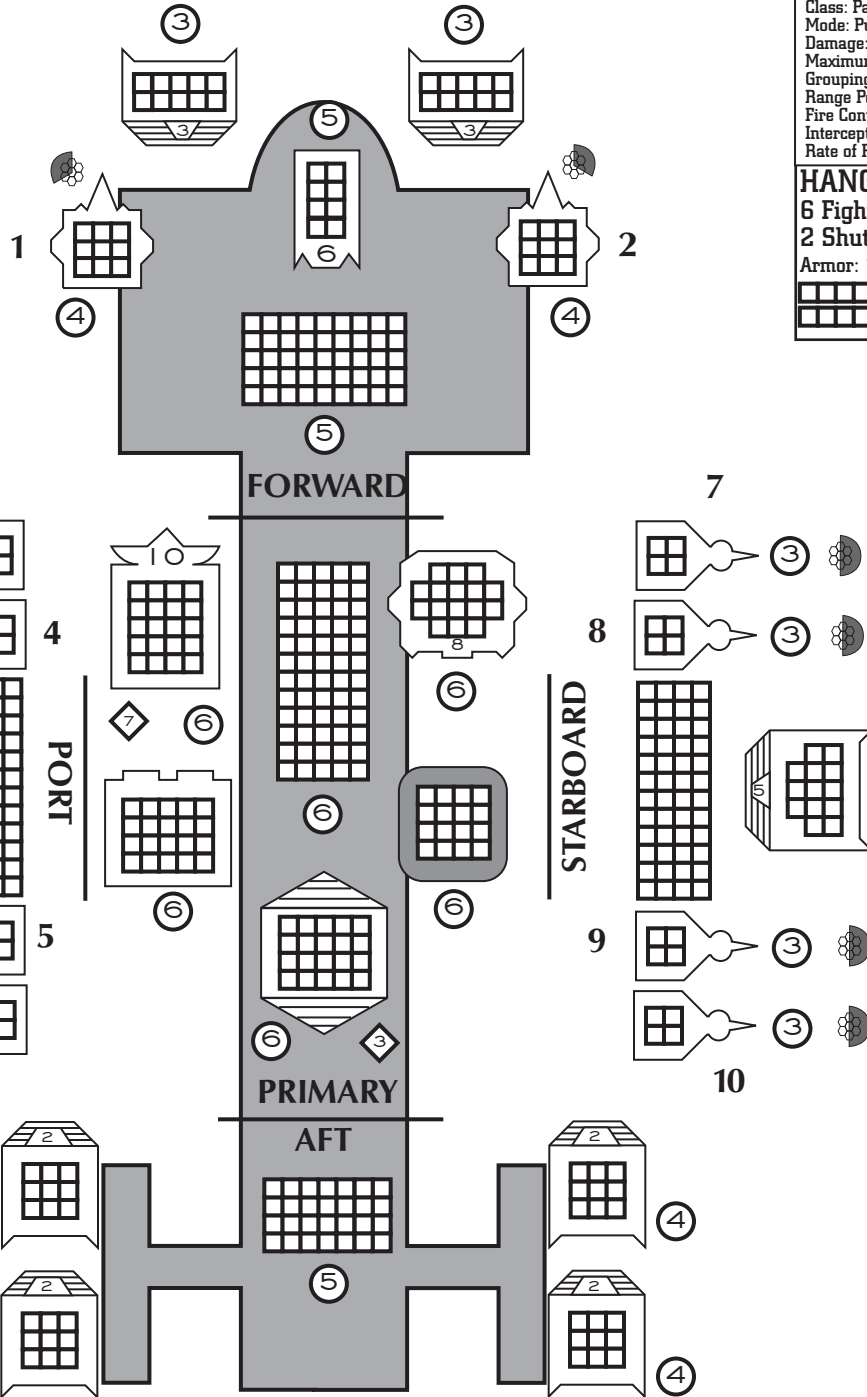
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hanger
- Jump Engine
- Antimatter Cannon
- Light Pulse Cannon