

# Serron Variant (Uncommon)

Version 1: 2E/V6

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



## Usuuth Sinthon Light Carrier

### SPECS

Class: Hvy Combat Vsl  
In Service: 1954  
Point Value: 350  
Ramming Value: 140  
Jump Delay: N/A

### MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 1.5+1.5 Thrust

### COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 16  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +6

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	1	2	2	3	3	4	4	5	5	6	6

### WEAPON DATA

#### Particle Projector

Class: Particle  
Modes: Standard  
Damage: 1d10+4  
Range Penalty: -1 per hex  
Fire Control: +2/+2/+1  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

#### Lt Particle Projector

Class: Particle  
Modes: Standard  
Damage: 1d6+4  
Range Penalty: -2 per hex  
Fire Control: +2/+2/+3  
Intercept Rating: -2  
Rate of Fire: 1 per turn

### FORWARD HITS

1-4: Retro Thrust  
5: Particle Projector  
6-7: Forward Hangar  
8-9: Lt Particle Projector  
10-18: Forward Structure  
19-20: PRIMARY Hit

### AFT HITS

1-6: Main Thrust  
7-8: Particle Projector  
9-18: Aft Structure  
19-20: PRIMARY Hit

### PRIMARY HITS

1-9: Primary Structure  
10-11: Port/Stb Thrust  
12-13: Sensors  
14-15: Engine  
16: Hangar  
17-19: Reactor  
20: C & C

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

### HANGAR

0 Fighters

1 Shuttles Thrust: 3

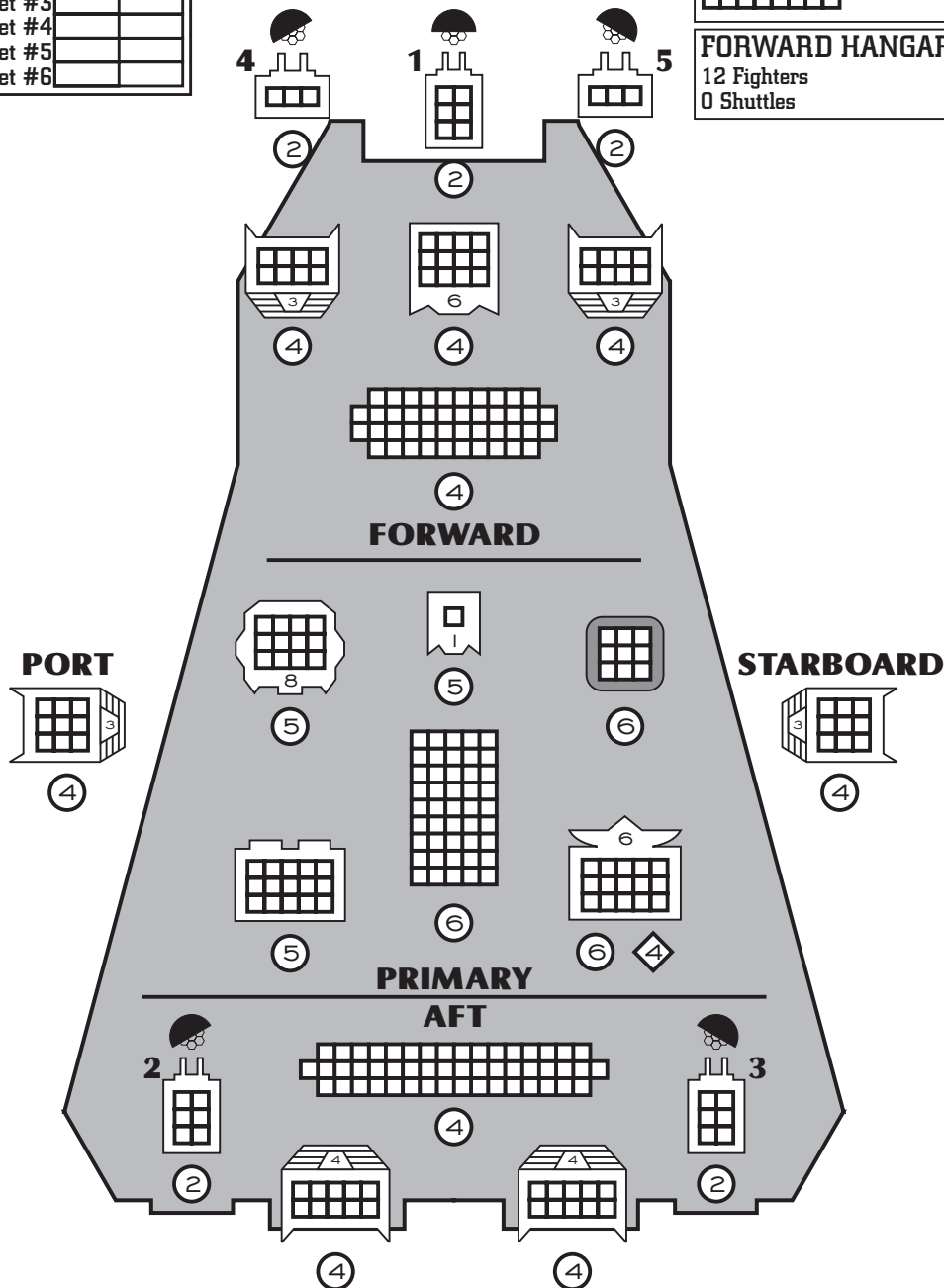
Armor: 1 Defense: 8/10

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### FORWARD HANGAR

12 Fighters

0 Shuttles



### ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Particle Projector
- Lt Part Projector