

# Serron Variant (Rare)

Version 3: 2E/S8

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



## Usuuth Sarlon Sniper

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Def: 13
In Service: 1965	Turn Delay: 1/2 Speed	Stb/Port Defense: 15
Point Value: 380	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Value: 140	Pivot Cost: 2+2 Thrust	Extra Power: +4
Jump Delay: N/A	Roll Cost: 1.5+1.5 Thrust	Initiative Bonus: +7
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 Hammer**  
 Class: Particle  
 Modes: Standard  
 Damage: 2d10+15  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +3/+1/-2  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns

**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

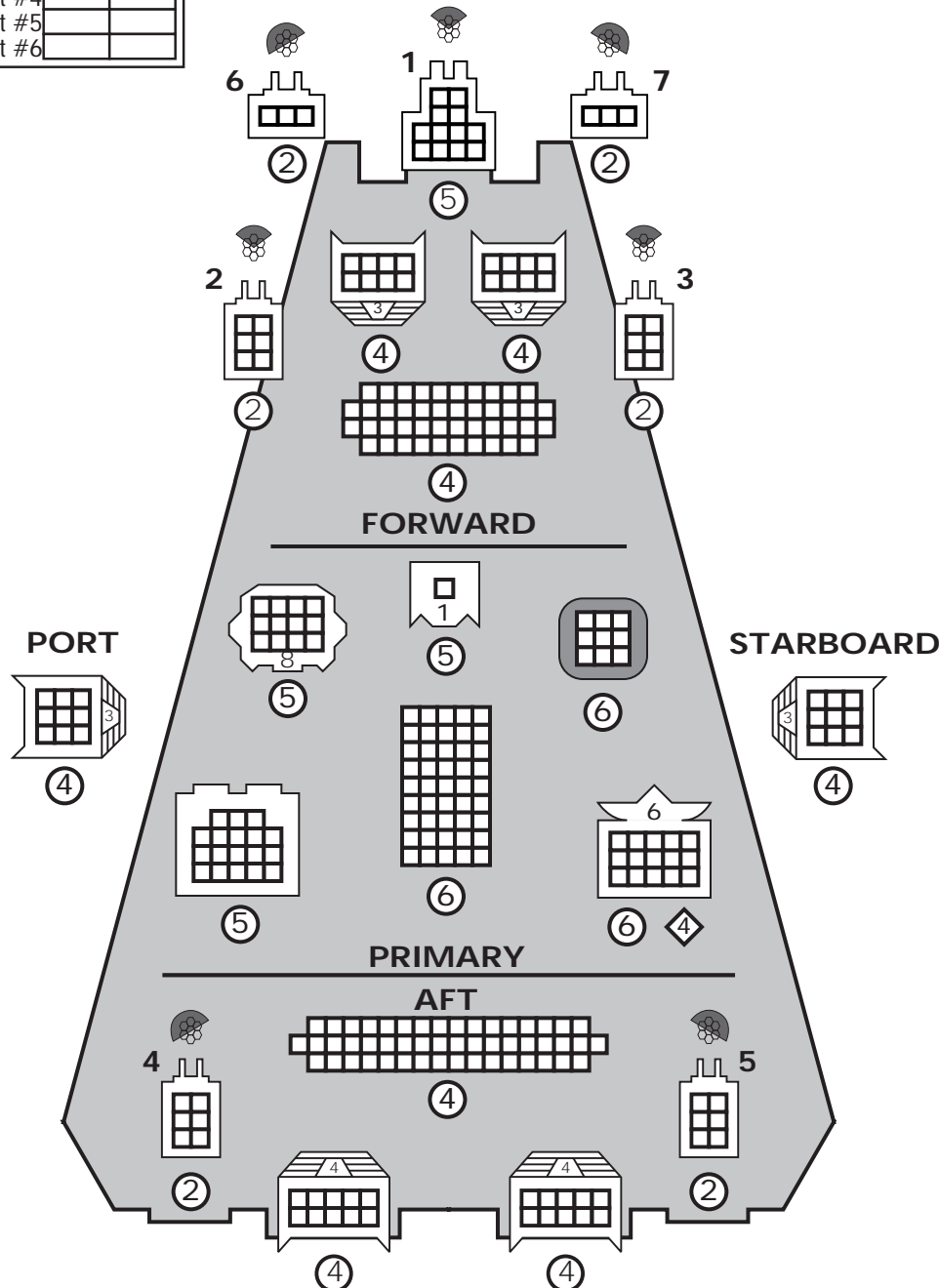
FORWARD HITS
1-4: Retro Thrust
5: Particle Hammer
6-7: Particle Projector
8-9: Lt. Particle Projector
10-18: Forward Structure
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-8: Particle Projector
9-18: Aft Structure
19-20: PRIMARY Hit
PRIMARY HITS
1-8: Primary Structure
9-10: Port/Stb Thrust
11-12: Sensors
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 Shuttle: Thrust: 3  
 Armor: 1 Defense: 8/10  
 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Particle Hammer
- Particle Projector
- Lt. Part. Projector