



Descari Scorita Battlecruiser

SPECS

Class: Capital Ship
 In Service: 2242
 Point Value: 650
 Ramming Factor: 330
 Jump Delay: 20 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: 15
 Stb/Port Defense: 17
 Engine Efficiency: 3/1
 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

Heavy Plasma Bolter
 Class: Plasma
 Modes: Standard
 Dmg: 22 -1 / 3 hexes after 15
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+2/-4
 Interception Rating: n/a
 Rate of Fire: 1 per 3 turns

Medium Plasma Bolter
 Class: Plasma
 Modes: Standard
 Dmg: 16 -1 / 2 hexes after 10
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-3
 Interception Rating: n/a
 Rate of Fire: 1 per 2 turns

Light Plasma Bolter
 Class: Plasma
 Mode: Standard
 Dmg: 10 -1 per hex after 5
 Range Penalty: -1 per hex
 Fire Control: +3/+2/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per turn

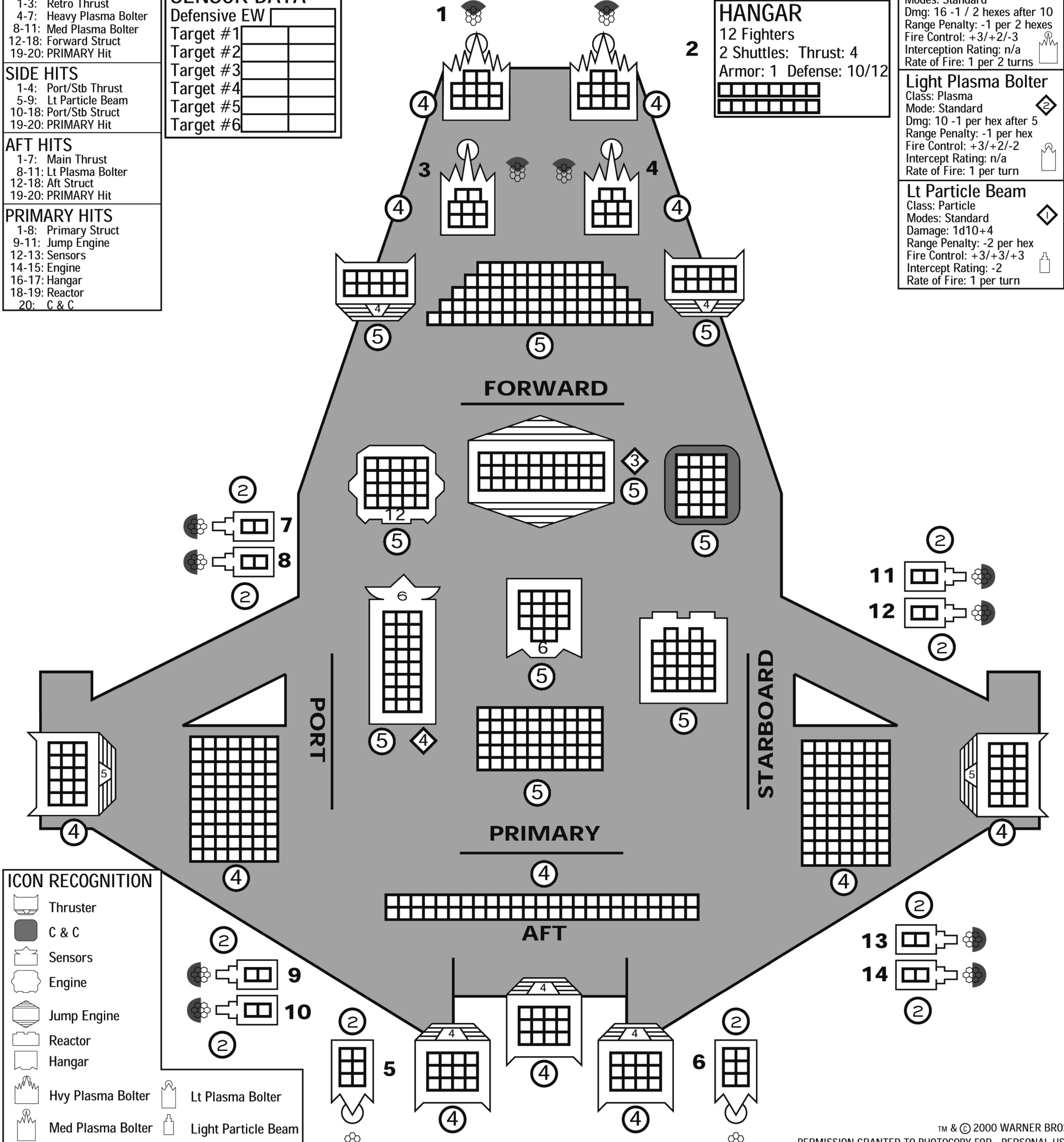
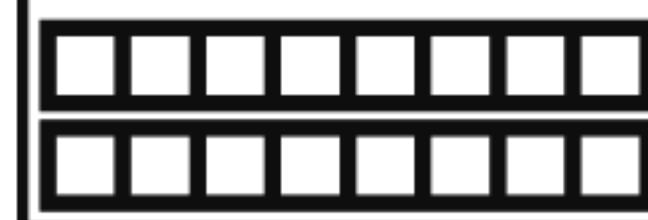
Lt Particle Beam
 Class: Particle
 Modes: Standard
 Damage: 1d10+4
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

FORWARD HITS
1-3: Retro Thrust
4-7: Heavy Plasma Bolter
8-11: Med Plasma Bolter
12-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-9: Lt Particle Beam
10-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-7: Main Thrust
8-11: Lt Plasma Bolter
12-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-8: Primary Struct
9-11: Jump Engine
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR

12 Fighters
 2 Shuttles: Thrust: 4
 Armor: 1 Defense: 10/12



ICON RECOGNITION

	Thruster		C & C
	Sensors		Engine
	Jump Engine		Reactor
	Hangar		Hvy Plasma Bolter
	Lt Plasma Bolter		Light Particle Beam
	Med Plasma Bolter		