

ISA Betriel Scort Scout

SPECS

Class: Capital Ship
In Service: 2270
Point Value: 1270
Ramming Factor: 270
Jump Delay: 16 Turns

MANEUVERING

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

COMBAT STATS

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

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

Quad Fusion Array

Class: Molecular
Mode: Standard
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 4 per turn

Particle Impeder

Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Not Available

SPECIAL NOTES

Limited Deployment (33%)
ELINT Ship
Gravitic Drive System

FORWARD HANGARS

1 Flyer & 6 Fighters Each

SENSOR DATA

Defensive EW

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

Forward Hits

1-5: Retro Thrust
6-7: Quad Fusion Array
8-10: Hangar
11-18: Forward Structure
19-20: Primary Hit

Side Hits

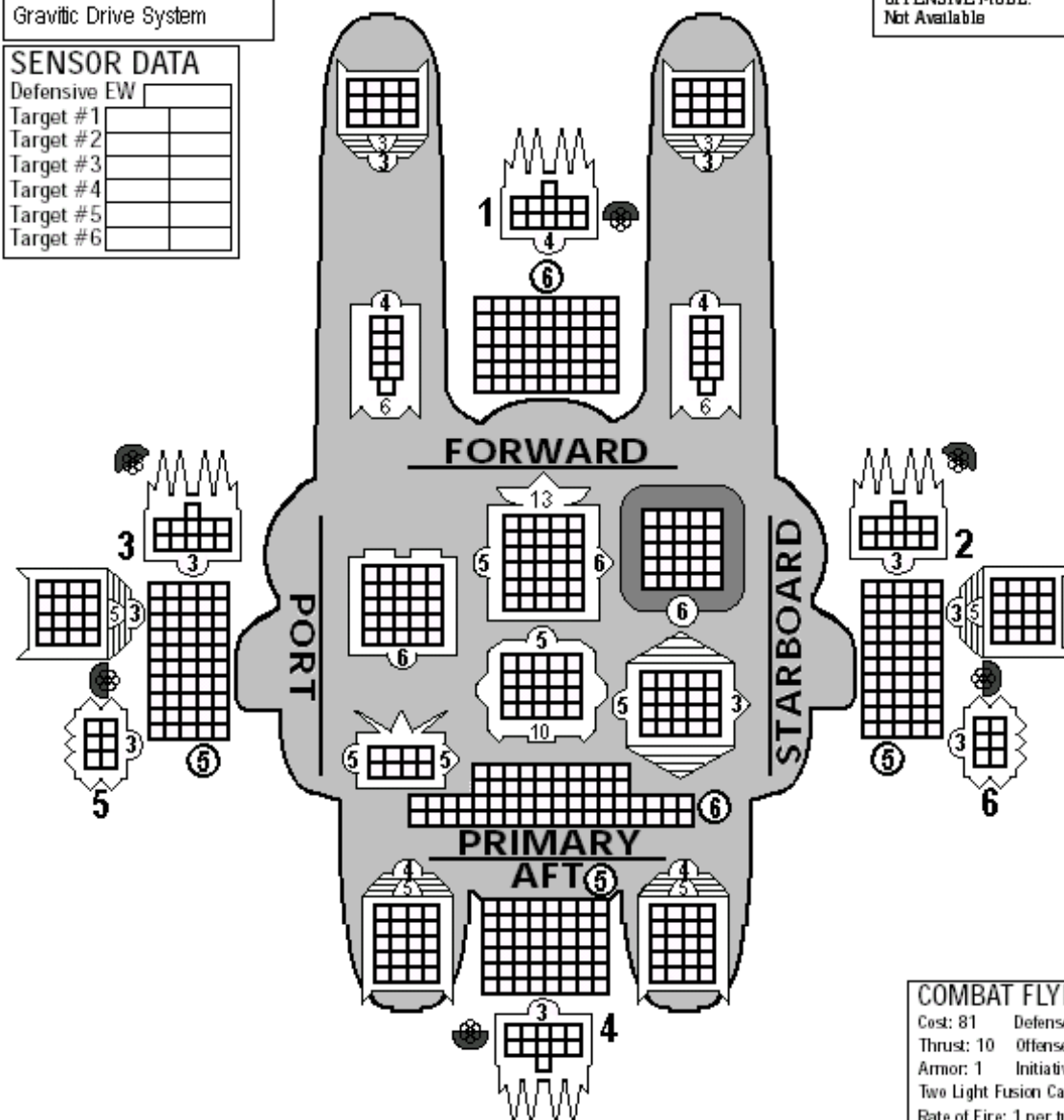
1-5: Port/Stb Thrust
6-7: Quad Fusion Array
8-9: Particle Impeder
10-18: Port/Stb Structure
19-20: Primary Hit

Aft Hits

1-6: Main Thrust
7-8: Quad Fusion Array
9-18: Aft Structure
19-20: Primary Hit

Primary Hits

1-9: Primary Structure
10-11: Jammer
12-13: Jump Drive
14-15: Sensors
16-17: Engine
18-19: Reactor
20: C & C



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Jammer
	Jump Engine
	Reactor
	Hangar
	Particle Impeder
	Quad Fusion Array

COMBAT FLYERS

Cost: 81 Defense: 9/7
Thrust: 10 Offense: +4
Armor: 1 Initiative: +10
Two Light Fusion Cannons
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1 #2

