

Sulust Variant (Rare)

Version 2: 2E/SF

Name: _____ Counter: _____



Centauri Scylla Escort Destroyer

SPECS

Class: Hvy Combat Vsl
In Service: 2218
Point Value: 535?
Ramming Factor: 180
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Def: 14
Stb/Port Defense: 16
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +6

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

HANGAR

0 Fighters
1 Shuttle: Thrust: 4
Armor: 0 Defense: 8/10
[Progress Bar]

WEAPON DATA

Twin Array

Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

Guardian Array

Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: --/+8
Range Penalty: -3 per hex

Ballistic Torpedo

Class: Ballistic
Mode: Standard
Damage: 2d10
Range Penalty: None
Max Range: 25 hexes
Fire Control: +4/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Can hold up to six shots and fire them all at once or separately. See rules.

FORWARD HITS

1-3: Retro Thrust
4-5: Ballistic Torpedo
6-7: Guardian Array
8-11: Twin Array
12-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Guardian Array
10-18: Aft Struct
19-20: PRIMARY Hit

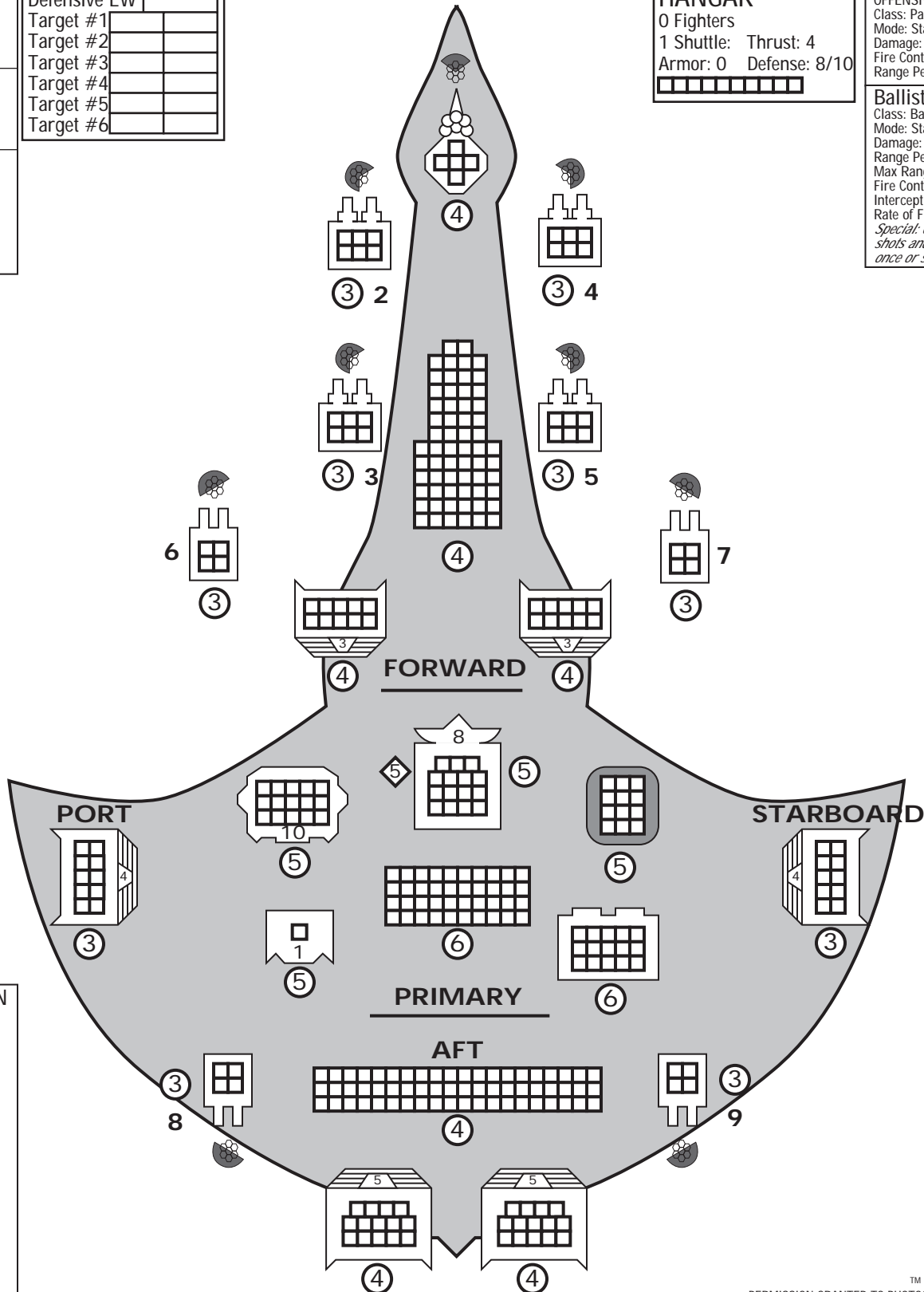
PRIMARY HITS

1-6: Primary Struct
7-10: Port/Stb Thrust
11-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Twin Array
- Ballistic Torpedo
- Guardian Array