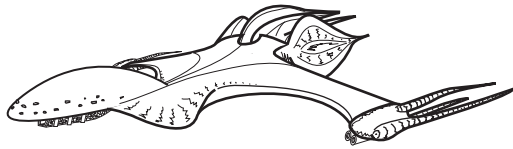




Bintari Shantor Scout

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13
In Service: 2031	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 450	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 1/1
Ramming Factor: 150	Pivot Cost: 2+2 Thrust	Extra Power: +2
Jump Delay: 18 Turns	Roll Cost: 1+1 Thrust	Initiative Bonus: +8
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	

WEAPON DATA	
X-Ray Laser	
Class: Laser	
Mode: Standard	
Damage: 1d6+10	
Range Penalty: -1 per hex	
Fire Control: +3/+1/-1	
Intercept Rating: n/a	
Rate of Fire: 1 per turn	
Twin X-Ray Laser	
Class: Laser	
Mode: Standard	
Damage: 2d6+4	
Range Penalty: -1 per hex	
Fire Control: +3/+2/+0	
Intercept Rating: n/a	
Rate of Fire: 2 per turn	
Standard Launcher	
Class: Ballistic	
Missiles: 12	
Range Penalty: none	
Fire Control: +0/+0/+0	
Intercept Rating: n/a	
Rate of Fire: Special	
Hvy: 1 per 2 turns	
Med: 1 per turn	
Light: 2 per turn	

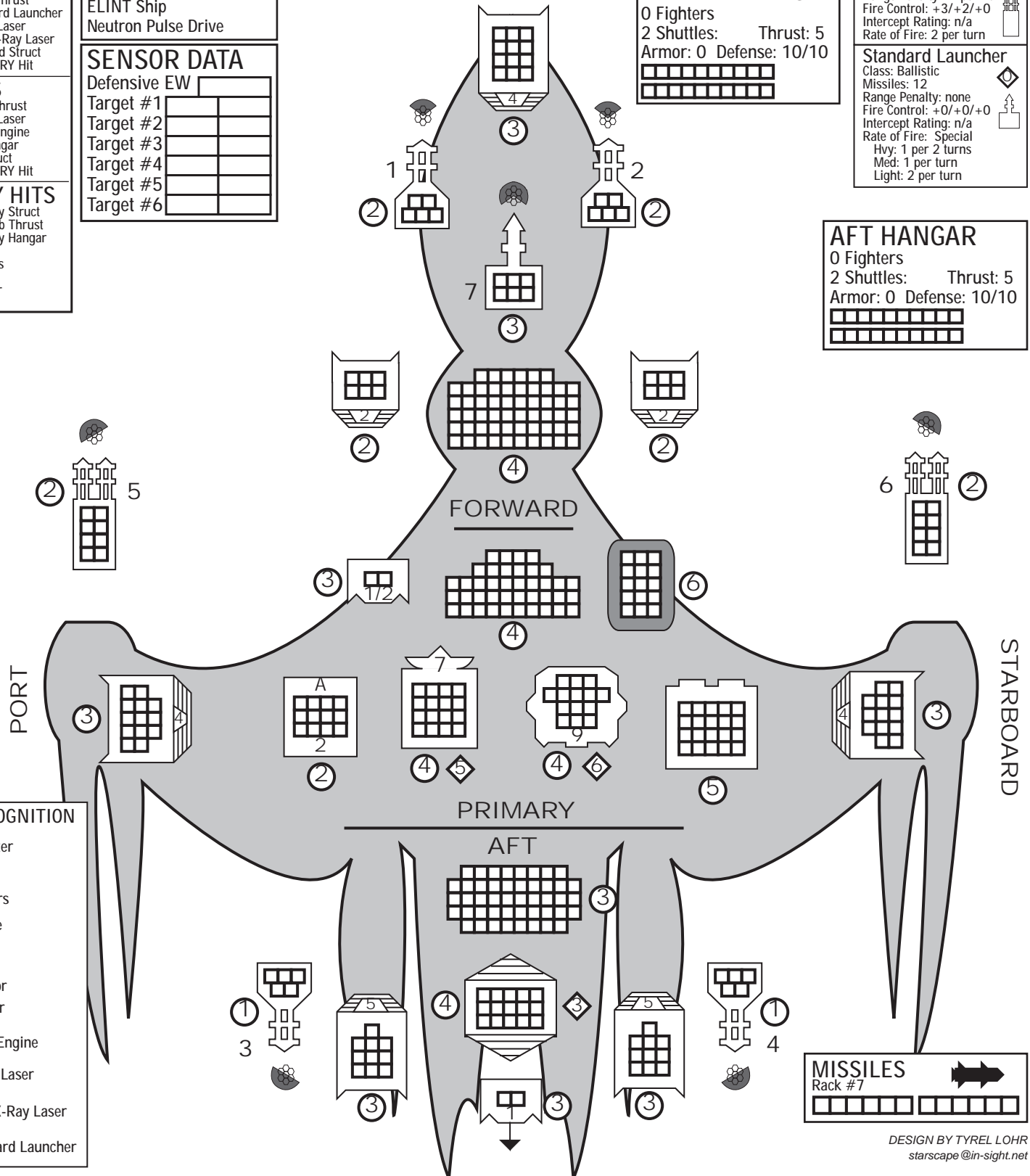


FORWARD HITS	
1-3:	Retro Thrust
4-5:	Standard Launcher
6-7:	X-Ray Laser
8-10:	Twin X-Ray Laser
11-18:	Forward Struct
19-20:	PRIMARY Hit
AFT HITS	
1-5:	Main Thrust
6-7:	X-Ray Laser
8-10:	Jump Engine
11:	Aft Hangar
12-18:	Aft Struct
19-20:	PRIMARY Hit
PRIMARY HITS	
1-8:	Primary Struct
9-10:	Port/Stb Thrust
11:	Primary Hangar
12:	Cargo
13-14:	Sensors
15-17:	Engine
18-19:	Reactor
20:	C&C

SPECIAL NOTES	
ELINT Ship	
Neutron Pulse Drive	
SENSOR DATA	
Defensive EW	<input type="checkbox"/>
Target #1	<input type="checkbox"/>
Target #2	<input type="checkbox"/>
Target #3	<input type="checkbox"/>
Target #4	<input type="checkbox"/>
Target #5	<input type="checkbox"/>
Target #6	<input type="checkbox"/>

PRIMARY HANGAR	
0 Fighters	
2 Shuttles:	Thrust: 5
Armor: 0	Defense: 10/10
<input type="checkbox"/>	
<input type="checkbox"/>	

AFT HANGAR	
0 Fighters	
2 Shuttles:	Thrust: 5
Armor: 0	Defense: 10/10
<input type="checkbox"/>	
<input type="checkbox"/>	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Cargo
	Reactor
	Hangar
	Jump Engine
	X-Ray Laser
	Twin X-Ray Laser
	Standard Launcher

MISSILES	
Rack #7	
<input type="checkbox"/>	
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<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	