



Nyglum Ovytryl Scout Cruiser

SPECS Class: Capital Ship In Service: 2042 Point Value: 410 Ramming Factor: 160 Jump Delay: 30 Turns	MANEUVERING Turn Cost: 2/3 Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 2+2 Thrust	COMBAT STATS Fwd/Aft Defense: 13 (10) Stb/Port Defense: 16 (13) Engine Efficiency: 3/1 Extra Power: +2 Initiative Bonus: +2
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 Electron Beam Class: Electromagnetic Modes: Raking(5) Damage: (1d10+2) x 2 Range Penalty: -1 per hex Fire Control: +1/+0/+0 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
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FORWARD HITS 1-5: Retro Thrust 6-7: Electron Beam 8-17: Forward Structure 18-20: PRIMARY Hit

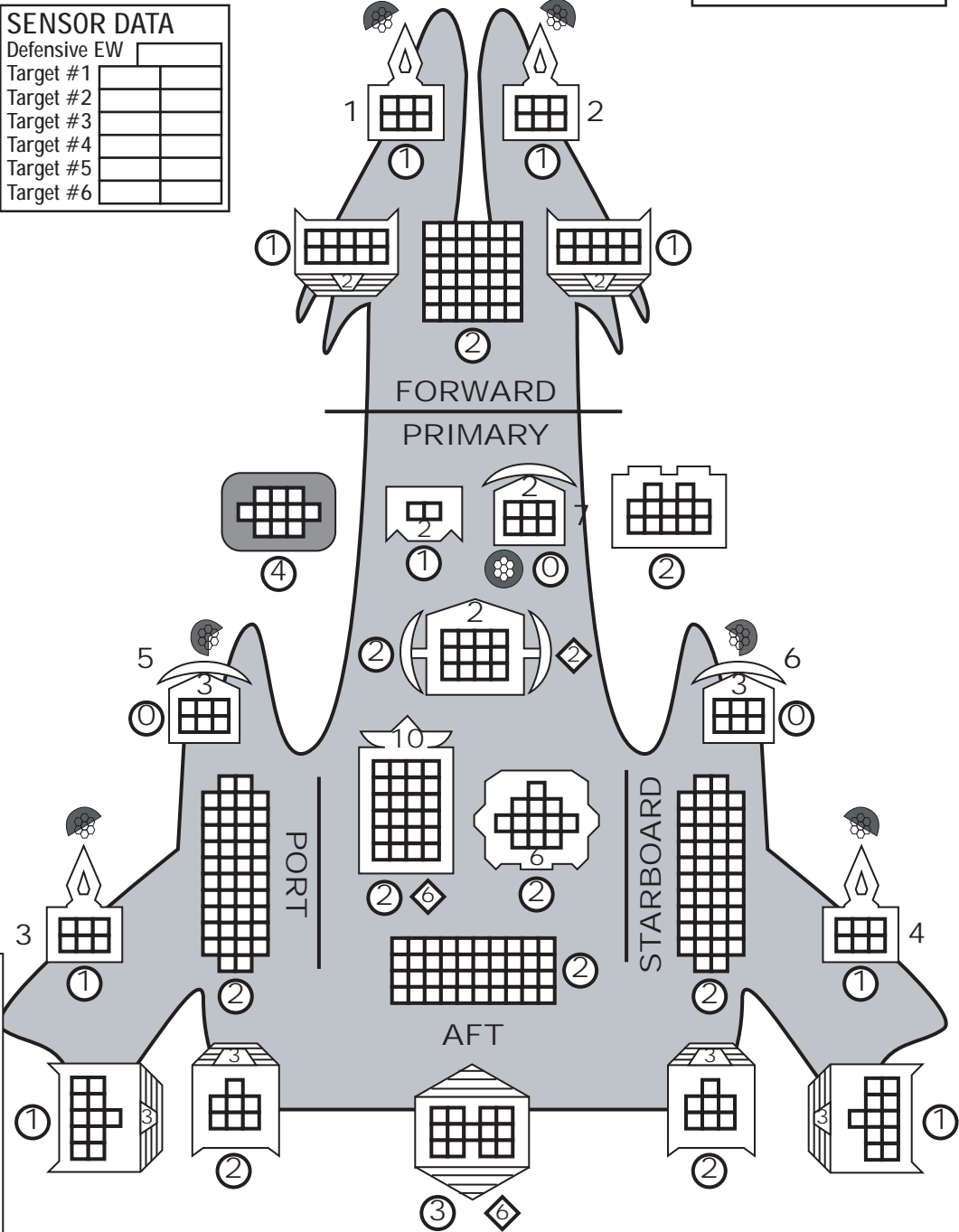
SPECIAL NOTES Restricted Deployment (10%) ELINT Ship Special Hull Configuration (No Aft Structure or Hits) Atmospheric Capable if port/stb sides intact
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SIDE HITS 1-2: Main Thrust 3-5: Port/Stb Thrust 6-7: Proto-EM Shield 8: Electron Beam 9-17: Port/Stb Structure 18-20: PRIMARY Hit
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SENSOR DATA Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

PRIMARY HITS 1-6: Primary Structure 7-9: Jump Engine 10: Proto-EM Shield 11-12: Shield Generator 13-15: Sensors 16-17: Hangar 18: Engine 19: Reactor 20: C&C
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HANGAR 0 Fighters 2 Shuttles: Thrust: 7 Armor: 0 Defense: 6/9



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Jump Engine
Shield Generator
Proto-EM Shield
Electron Beam

Proto-EM Shield
Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.