

Ix Overseer Scout Destroyer

SPECS
 Class: Hvy Combat Vsl
 In Service: 10235
 Point Value: 500
 Ramming Factor: 150
 Jump Delay: n/a

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: 13
 Stb/Port Defense: 14
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: +6

WEAPON DATA
 Medium Lasgun
 Class: Laser
 Modes: R, S
 Damage: 3d10+4
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+3/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

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

FORWARD HITS
 1-5: Retro Thrust
 6-8: Medium Lasgun
 9-10: Rail Interceptor
 11-18: Forward Structure
 19-20: PRIMARY Hit

SPECIAL NOTES
 Limited Availability (33%)
 ELINT Ship

AFT HITS
 1-4: Main Thrust
 5-6: Vulcan Railgun
 7-8: Rail Interceptor
 9-10: Hangar
 11-18: Aft Structure
 19-20: PRIMARY Hit

SENSOR DATA

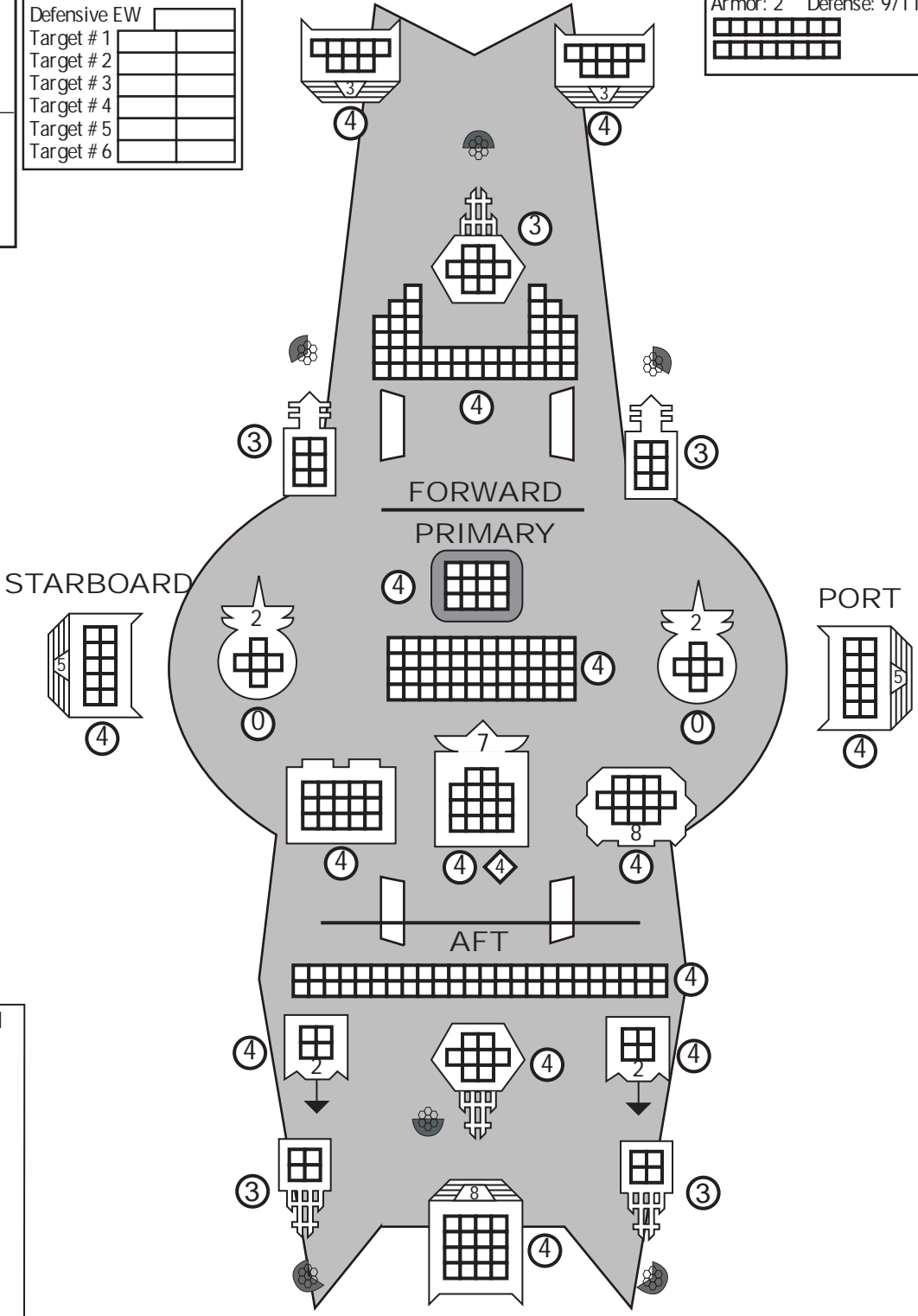
Defensive EW	
Target # 1	
Target # 2	
Target # 3	
Target # 4	
Target # 5	
Target # 6	

PRIMARY HITS
 1-8: Primary Structure
 9-10: Port/Stb Thrust
 11-13: Sensors
 14-15: Engine
 16-17: Sensor Pod
 18-19: Reactor
 20: C&C

HANGAR
 6 Fighters
 2 Shuttles: Thrust: 7
 Armor: 2 Defense: 9/11

Rail Interceptor Array
 Intercept Rating: -4
 Rate of Fire: 1 per turn
OFFENSIVE MODE
 Class: Matter
 Mode: Standard
 Damage: 6 1d6 times
 Range Penalty: -2 per hex
 Fire Control: na/na/+5
 Special: Can only target fighters in offensive mode

Vulcan Railgun
 Class: Matter
 Modes: Standard
 Damage: 1d6+5
 Range Penalty: -2 per 3 hexes
 Fire Control: +2/+2/+2
 Intercept: -2 (Ballistic Only)
 Rate of Fire: 1 per turn



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	ELINT Pod
	Rail Interceptor
	Vulcan Railgun
	Medium Lasgun