

E'chekri En'chel Probing Cruiser

SPECS

Class: Hvy Combat Vsl
 In Service: 1808
 Point Value: 475
 Ramming Factor: 160
 Jump Delay: 32 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: 14
 Stb/Port Defense: 16
 Engine Efficiency: 6/1
 Extra Power: 0
 Initiative Bonus: +6

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

Railgun
 Class: Matter
 Modes: Standard
 Damage: 3d10+3
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Plasma Torch
 Class: Plasma
 Modes: Standard
 Dmg: 2d10+10 (-1 per hex)
 Range Penalty: -2 per hex
 Fire Control: +2/+0/--
 Intercept Rating: n/a
 Rate of Fire: 1 per turn

Quad Defender
 Class: Particle
 Modes: Standard
 Damage: 1d6+1 4 times
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+4
 Intercept Rating: -3
 Rate of Fire: 1 per turn

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Railgun
- 7-8: Plasma Torch
- 9-10: Quad Defender
- 11-18: Forward Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-8: Railgun
- 9-10: Plasma Torch
- 11-12: Quad Defender
- 13-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-7: Primary Structure
- 8-9: Port/Stb Thrust
- 10-11: Sensors
- 12-13: Engine
- 14-15: Hangar
- 16-17: HK Controller
- 18-19: Reactor
- 20: C&C

SPECIAL NOTES

Limited Availability (33%)
 ELINT Ship

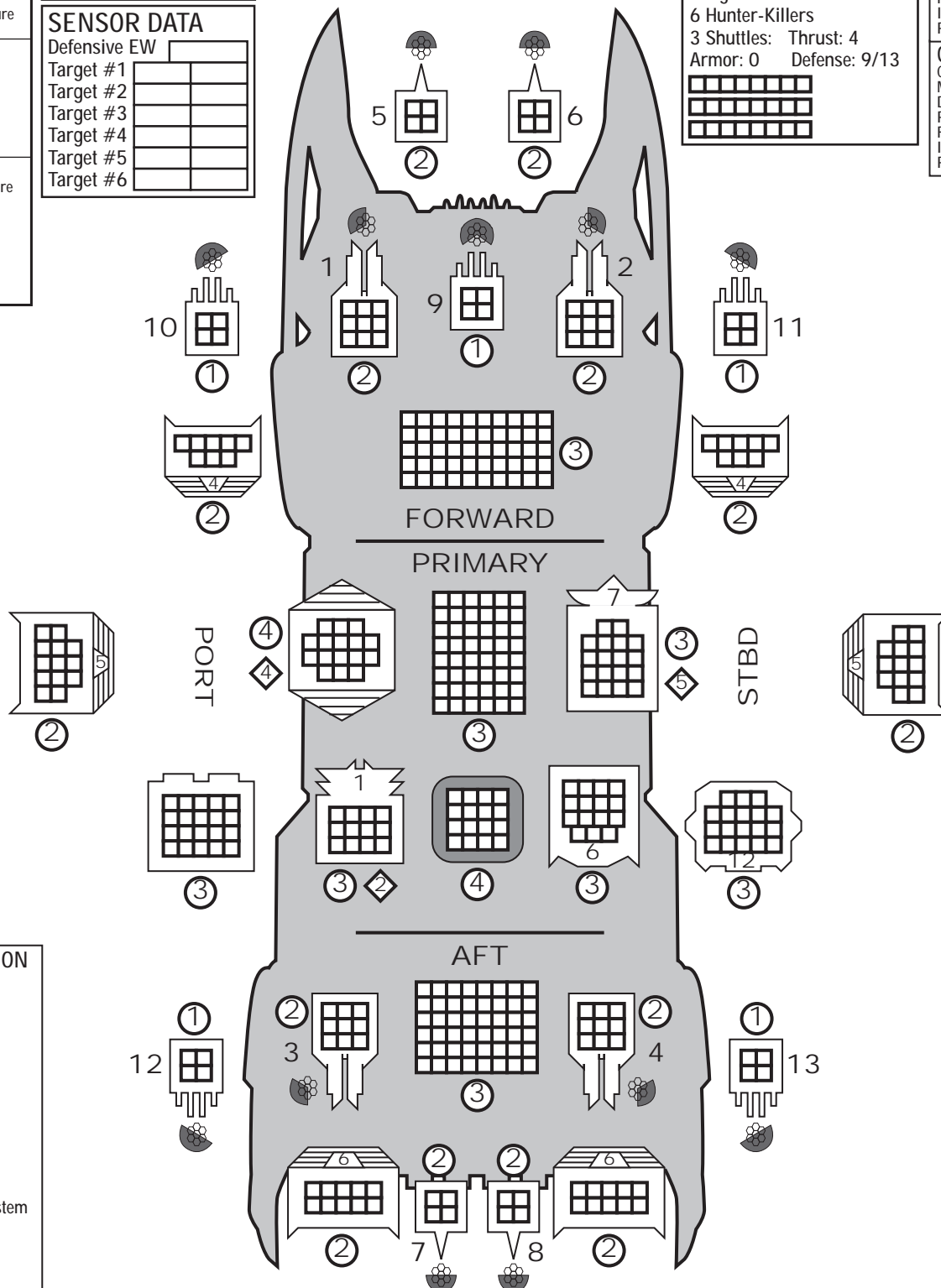
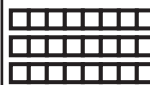
SENSOR DATA

Defensive EW

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

HANGAR

6 Fighters
 6 Hunter-Killers
 3 Shuttles: Thrust: 4
 Armor: 0 Defense: 9/13



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- HK Control System
- Railgun
- Plasma Torch
- Quad Defender