



Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Spathi Eluder / Discriminator

## SPECS

Class: HCV  
In Service: SC1&2&3  
Point Value: 550  
Ramming Factor: 180  
Jump Delay: 16 Turns

## MANEUVERING

Turn Cost: 1/2 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 4+4 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 15  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +6

## WEAPON DATA

**Punt Gun**  
Class: Particle  
Mode: Pulse  
Damage: 10 1d5 Times  
Maximum Pulses: 7  
Grouping Range: +1 per 3  
Range Penalty: -1 per hex  
Fire Control: +4/+3/+2  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns  
Special: Can fire every turn doing 1d3 pulses with no volley count bonus.

**B.U.T.T. Launcher**  
Class: Ballistic  
Mode: Standard  
Damage: 20  
Range Penalty: None  
Max Range: 25 hexes  
Fire Control: +3/+1/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns  
Note: Torpedo (uses ship EW)

## GENERAL HITS

1-5: Thruster  
6-8: Weapon  
9-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9-10: Port/Stb Thrust  
11-12: Retro/Main Thrust  
13-14: Punt Gun / B.U.T.T.  
15: Jump Drive  
16: Sensors  
17-18: Engine  
19: Hangar  
20: Reactor

**SPECIAL RULE:** On any hit scored, a natural roll of "20" is scored on C&C if fire taken on the same quadrant where the C&C is located.

## SPECIAL NOTES

Atmospheric Capable

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

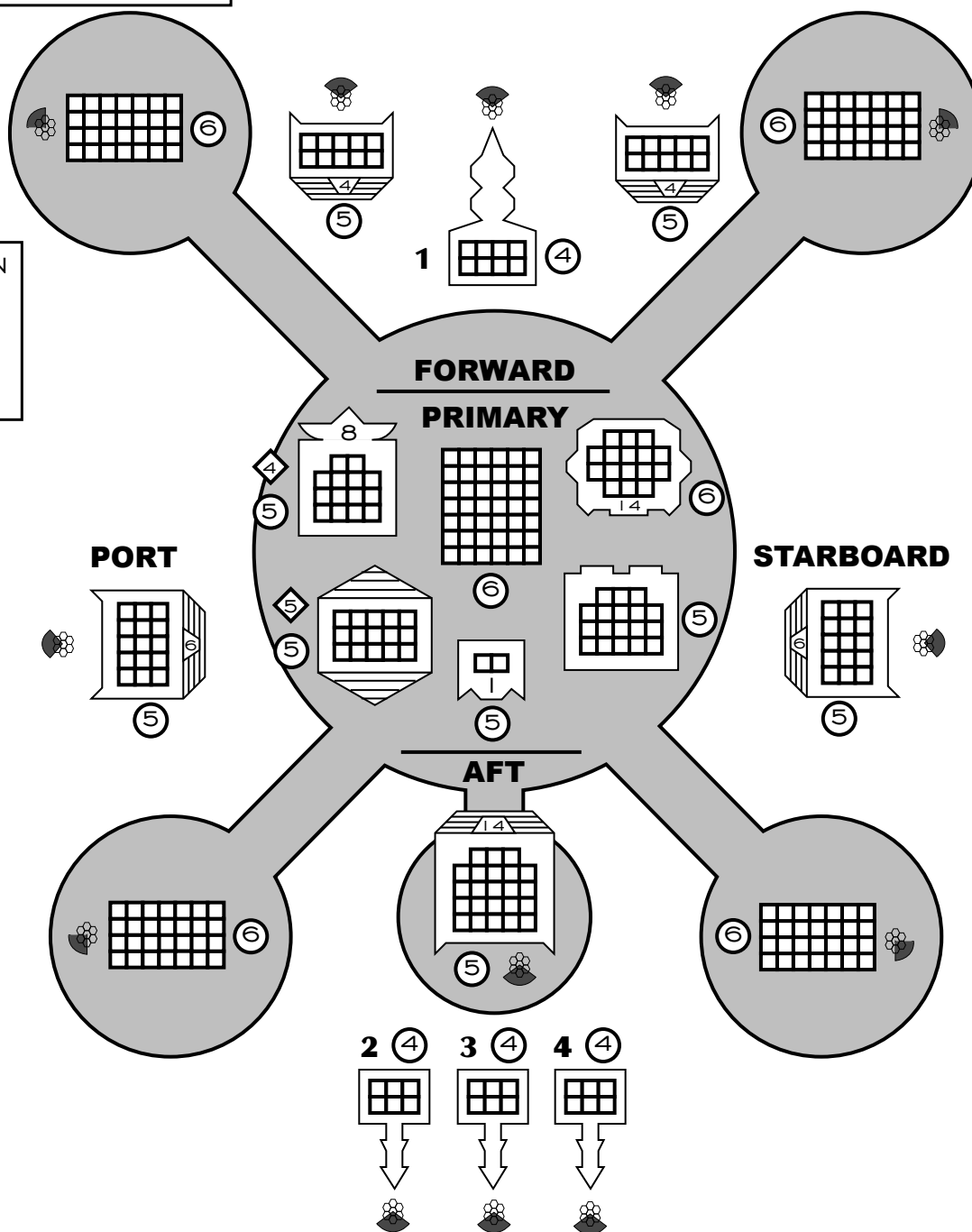
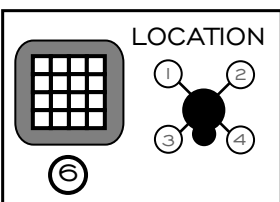
Target #4

Target #5

Target #6

## HANGAR

0 Fighters  
2 Shuttles: Thrust: 5  
Armor: 0 Defense: 9/9



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- Hangar
- Punt Gun
- B.U.T.T. Launcher