

# 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

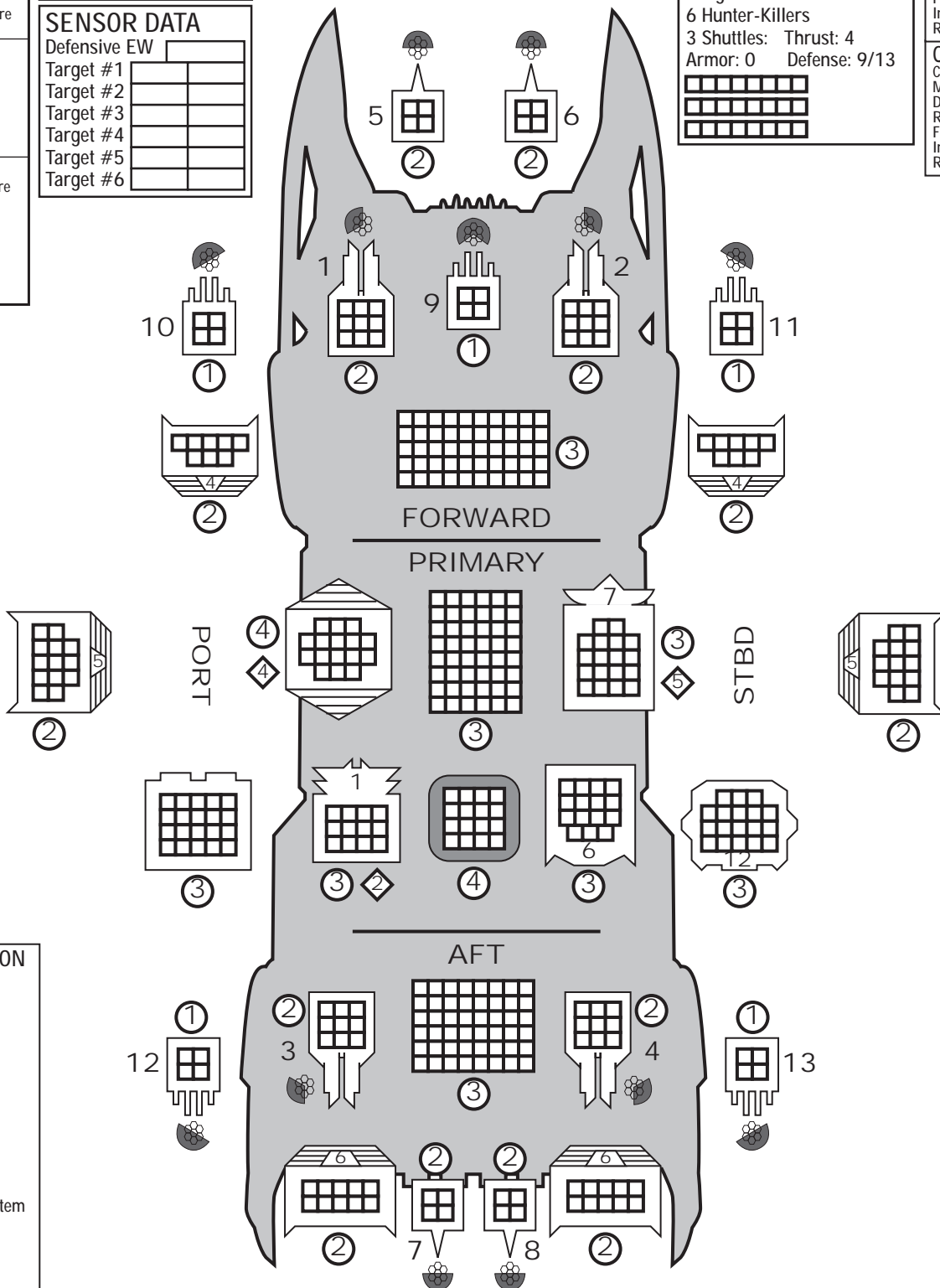
**SPECIAL NOTES**  
 Limited Availability (33%)  
 ELINT Ship

**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