

Ix Overseer Scout Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 13
In Service: 10235	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 500	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 150	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: n/a	Roll Cost: 3+3 Thrust	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
Medium Lasgun
Class: Laser
Modes: R, P
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

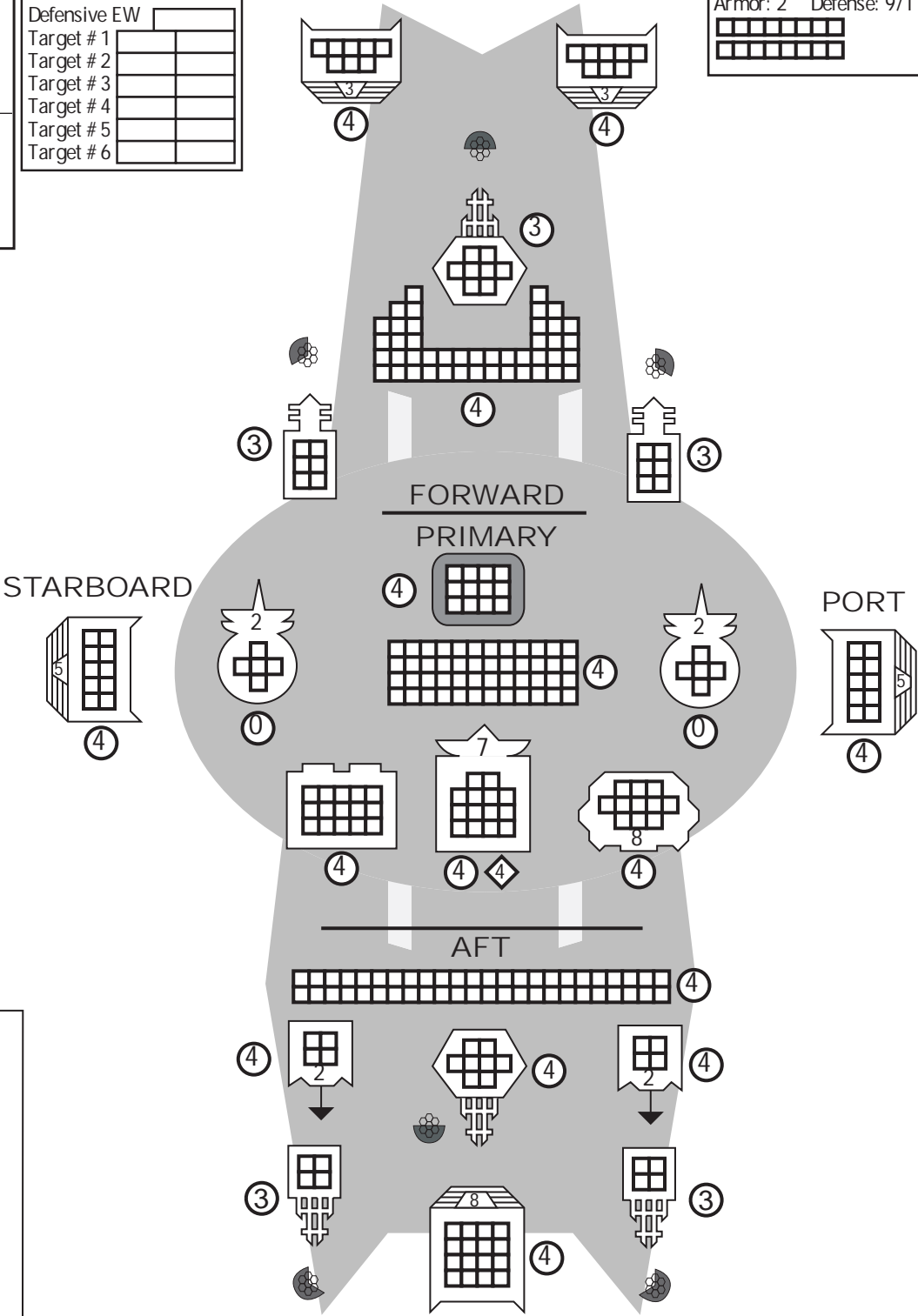
Rail Interceptor Array
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE
Class: Matter
Mode: Standard
Damage: 6 1d6 times
Range Penalty: -2 per hex
Fire Control: na/na/+5
Special: Can only target fighters in offensive mode











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

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

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

SPECIAL NOTES
Limited Availability (33%)
ELINT Ship
SENSOR DATA
Defensive EW
Target # 1
Target # 2
Target # 3
Target # 4
Target # 5
Target # 6



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