

Yautja Tracking Cutters (2)

SPECS	MANEUVERING	COMBAT STATS
Class: Lt Cmbt Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 9
In Service: 1912	Turn Delay: 1/4 Speed	Stb/Port Defense: 9
Point Value: 280 each	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 40	Pivot Cost: 1 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1 Thrust	Initiative Bonus: +14
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 2 3 3 3 3	
Turn Delay	1 1 1 1 2 2 2 2 3 3 3 3	



WEAPON DATA

Heavy Plasma Cannon
 Class: Plasma
 Modes: Standard
 Dmg: 4d10+8 (-1 per 2 hexes)
 Range Pen: -2 per 3 hexes
 Fire Control: +3/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Light Pulse Cannon
 Class: Particle
 Mode: Pulse
 Damage: 8 1d5 Times
 Maximum Pulses: 6
 Grouping Range: +1 per 4
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+4
 Intercept Rating: -2
 Rate of Fire: 1 per turn

Sensor Ghost System
 Creates fake sensor ghosts.
 Negates stealth, once
 nullified, stealth may not
 be reestablished. Acts as
 +6 DEW vs all Ball-
 istic attacks. See Rules.

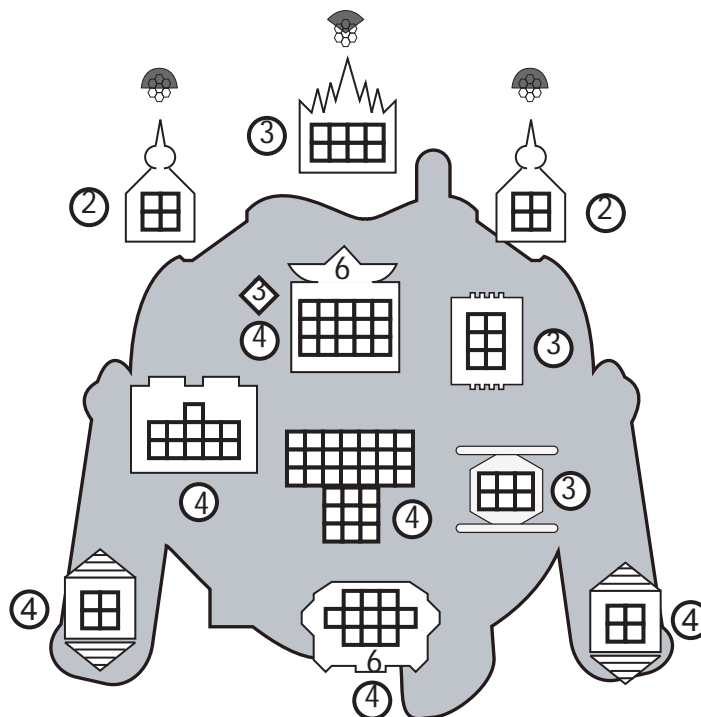
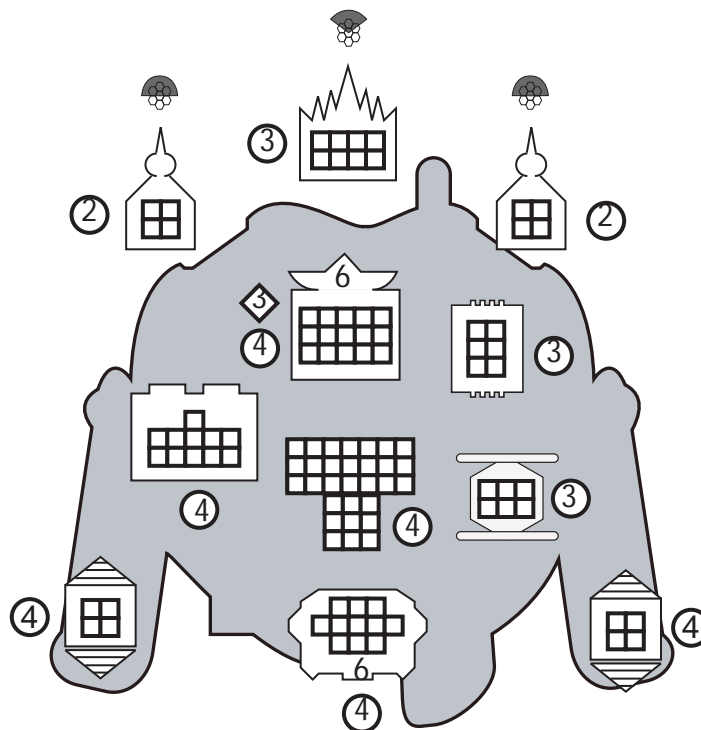
SPECIAL NOTES
 Atmospheric
 Six Predator Warriors
 Stealth
 Reflective Armor, +2

SENSOR DATA

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

HIT LOCATION

1-8:	Structure
9-10:	Hvy Plasma Cannon
11-12:	Lt Pulse Cannon
13-14:	Barracks
15-16:	Jump Drive
17:	Sensor Ghost System
18:	Drive
19:	Reactor
20:	Control



SENSOR DATA

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

ICON RECOGNITION

- Control
- Drive
- Reactor
- Barracks
- Jump Engine
- Heavy Plasma Cannon
- Lt Pulse Cannon
- Sensor Ghost