

Spathi Eluder

SPECS

Class: Capital Ship
In Service: na
Point Value: ???
Ramming Factor: 175
Jump Delay: 8

MANEUVERING

Turn Cost: $2/3 \times \text{Speed}$
Turn Delay: $2/3 \times \text{Speed}$
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 13
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	5	5	6	6	7	7	8
Turn Delay	1	2	2	3	4	5	5	6	6	7	7	8



WEAPON DATA

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

Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Backward Utilizing Tracking Torpedo
Class: Ballistic
Missiles: unlimited
Range Penalty: None (+10)
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-4: Retro Thrust
5-8: Lt Pulse Cannon
9-10: Jump Engine
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-8: Std Particle Beam
9-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-9: BUTT Rack
10-11: Std Particle Beam
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

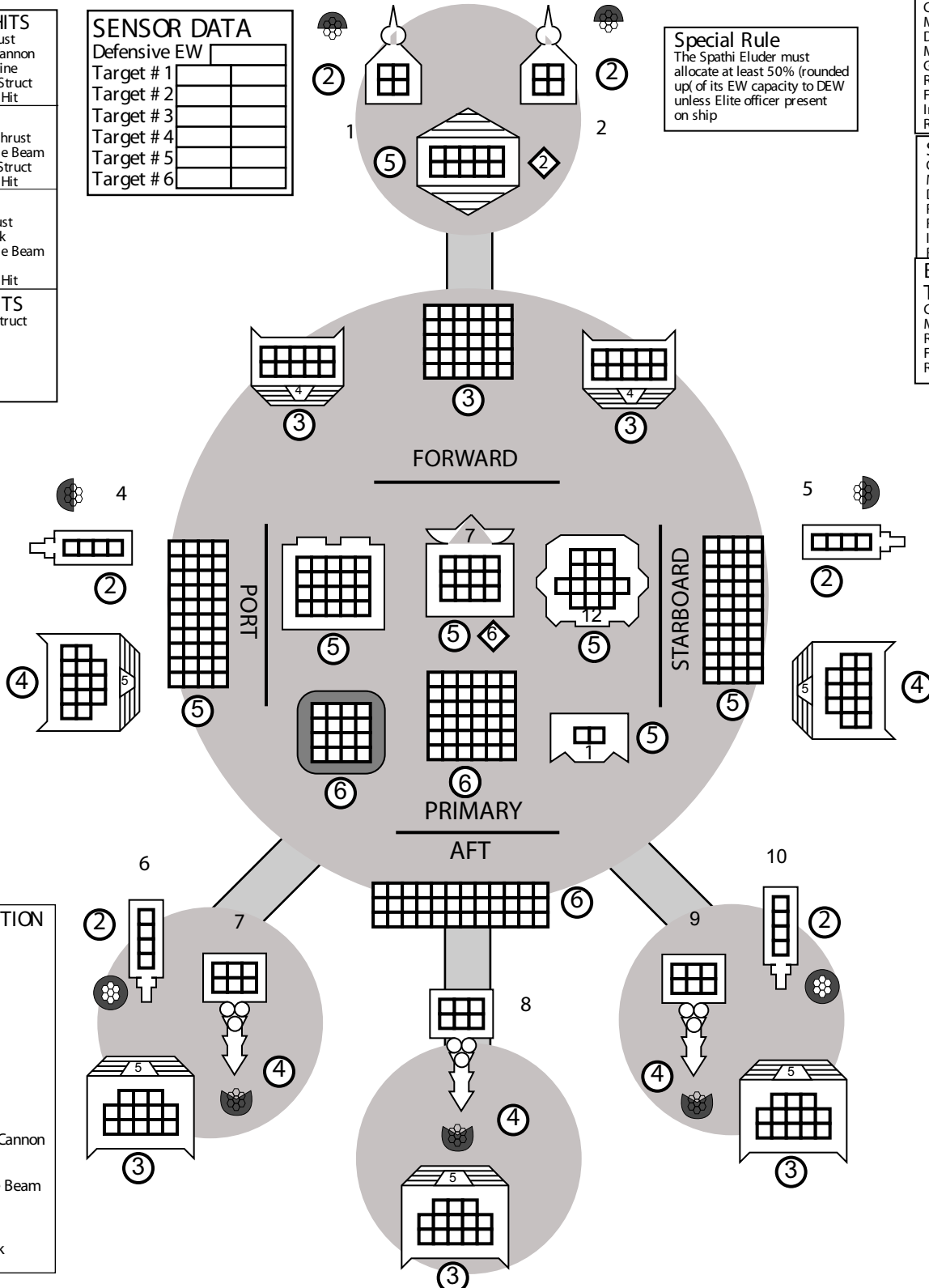
1-9: Primary Struct
10-11: Sensors
12-14: Engine
15-16: Hangar
17-19: Reactor
20: C & C

SENSOR DATA

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

Special Rule

The Spathi Eluder must allocate at least 50% (rounded up) of its EW capacity to DEW unless Elite officer present on ship



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Light Pulse Cannon
- Std Particle Beam
- BUITT
- Missile Rack