



Syreen Penetrator

SPECS

Class: Capital Ship
In Service: SC2
Point Value: 430
Ramming Factor: 180
Jump Delay: 22 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 16
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +2

WEAPON DATA

Particle Beam Stiletto
Class: Particle
Modes: Standard
Damage: 2d10-1
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/+2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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

HANGAR

0 Fighters
2 Shuttles: Thrust: 4
Armor: 1 Defense: 8/12

FORWARD HITS

1-5: Retro Thrust
6-7: Particle Bm Stiletto
8-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-11: Jump Engine
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

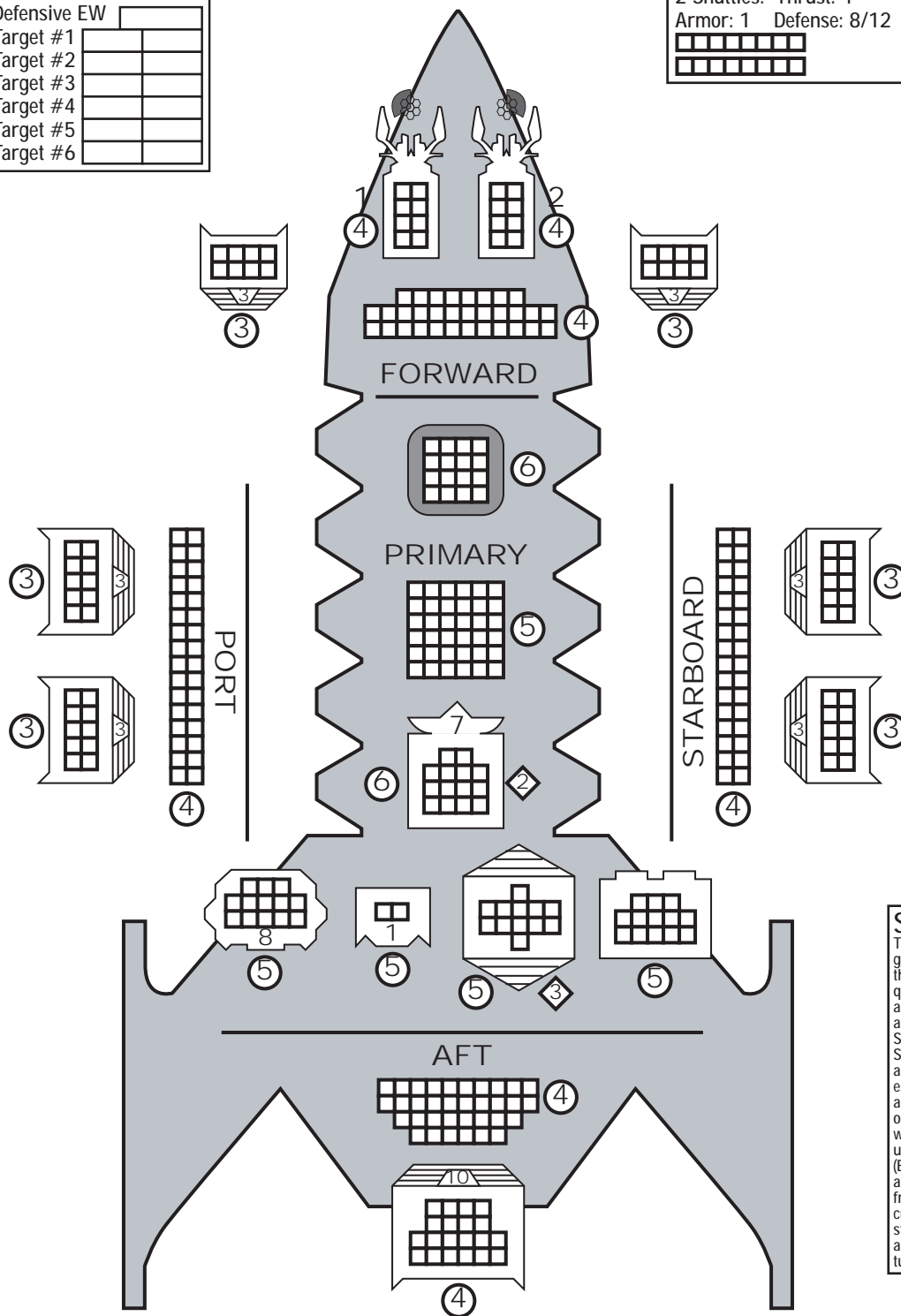
SPECIAL NOTES

Syreen Song

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Particle Beam Stiletto

SYREEN SONG

The ship may assign EW toward generating a Syreen Song to enarmor the enemy crew and make them question their loyalty. To perform a Syreen Song, the Syreen ship assigns EW points to "Syreen Song." The area of effect of the Syreen Song is equal to 2 x EW assigned to the Syreen Song. Every enemy unit within this range suffers a -3 initiative penalty and -3 to-hit on the current turn. These penalties will decrease by 1 each per turn until the penalties are eliminated (Example: Second turn at -2, third at -1, fourth back to 0). The effects from multiple Syreen Songs are cumulative, but afflicted ships will still only decrease the total initiative and to-hit penalties by 1 each per turn.