



Talarian Observation Craft

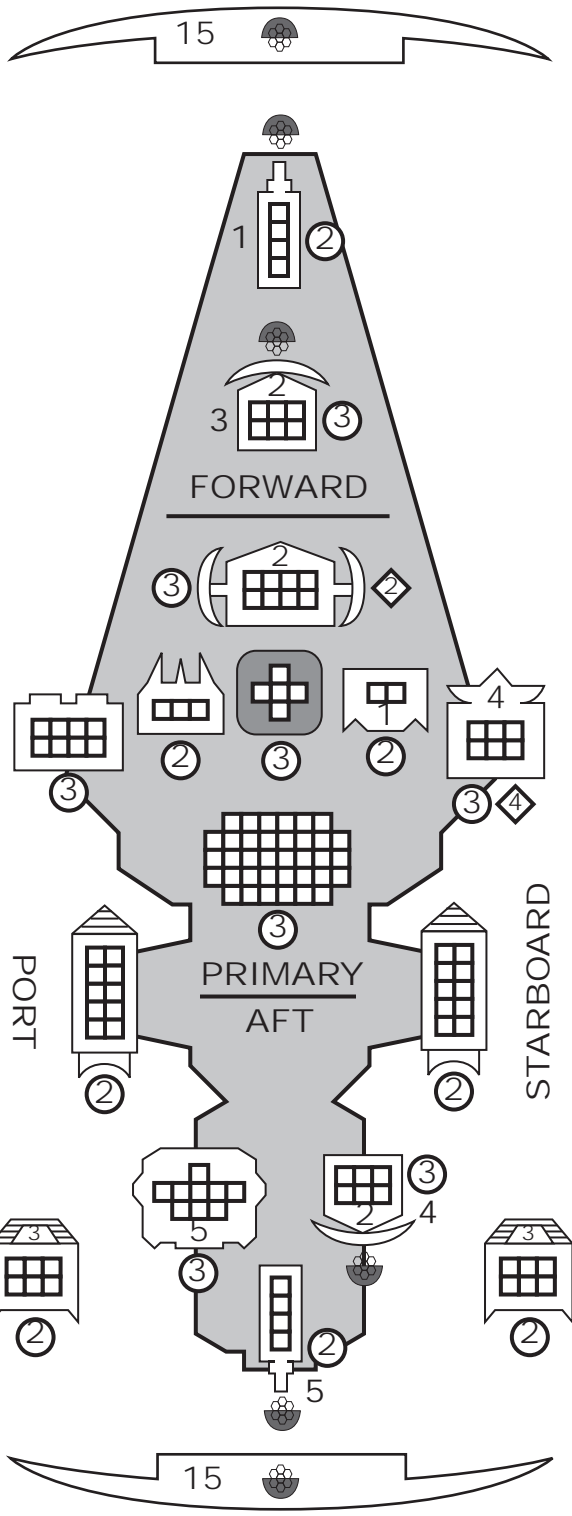


SPECS		MANEUVERING		COMBAT STATS	
Class: Medium Ship		Turn Cost: 1/3 Speed		Fwd/Aft Defense: 11	
In Service: 2321		Turn Delay: 1/3 Speed		Stb/Port Defense: 13	
Point Value: 160		Accel/Decel Cost: 1 Thrust		Engine Efficiency: 1/1	
Ramming Factor: 30		Pivot Cost: 1+1 Thrust		Extra Power: +0	
Warp Delay: 10 Turns		Roll Cost: 1+1 Thrust		Initiative Bonus: +12	
Speed	1 2 3 4 5 6 7 8 9 10 11 12				
Turn Cost	1 1 1 1 2 2 2 3 3 3 4 4 4				
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4				

WEAPON DATA	
Early Particle Beam	
Class: Particle	◆
Modes: Standard	
Damage: 1d10+3	
Range Penalty: -1 per hex	
Fire Control: +2/+2/+2	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Deflector Shield	
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.	

FORWARD HITS	
1-3:	Deflector Shield
4-7:	Particle Beam
8-16:	Structure
17-20:	PRIMARY Hit
AFT HITS	
1-4:	Impulse Thrust
5-7:	Deflector Shield
8-9:	Particle Beam
10:	Engine
11-16:	Structure
17-20:	PRIMARY Hit
PRIMARY HITS	
1-10:	Warp Engine
11-12:	Shield Generator
13-14:	Sensors
15-16:	Tractor Beam
17-18:	Hangar
19:	Reactor
20:	C&C

SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Early Particle Beam

HANGAR																	
0 Fighters																	
2 Shuttles: Thrust: 3																	
Armor: 0	Defense: 10/10																
<table border="1"> <tr> <td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td> </tr> <tr> <td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td> </tr> </table>																	