

Version 1: 2E/S6

Name: _____ Counter: _____



Gaim Shamor Battle Scout

SPECS

Class: Capital Ship
In Service: 2257
Point Value: 750
Ramming Factor: 200
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 4+2 Thrust
Roll Cost: 3+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 18
Engine Efficiency: 3/1
Extra Power: 0
Initiative Penalty: -1

WEAPON DATA

Battle Laser

Class: Laser
Modes: R, P
Damage: 4d10+12
Range Penalty: -1 per 4 hexes
Fire Control: +4/+3/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Twin Array

Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

Scattergun

Class: Particle
Modes: Standard
Damage: 2d6+1
Range Penalty: -2 per hex
Fire Control: +0/+2/+5
Intercept Rating: -2
Rate of Fire: 1d6 per turn

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

EXTERNAL HANGARS

6 Fighters (Reska Only)
0 Shuttles

HANGAR

6 Medium Fighters
3 Shuttles: Thrust: 4
Armor: 0 Defense: 9/10

FORWARD HITS

1-4: Retro Thrust
5-7: Twin Array
8-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Battle Laser
7-8: Scattergun
9-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-9: Hangar
10: Twin Array
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-11: Sensors
12-14: Engine
15-16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES

Limited Deployment (33%)
ELINT Ship

SENSOR DATA

Defensive EW

Target #1

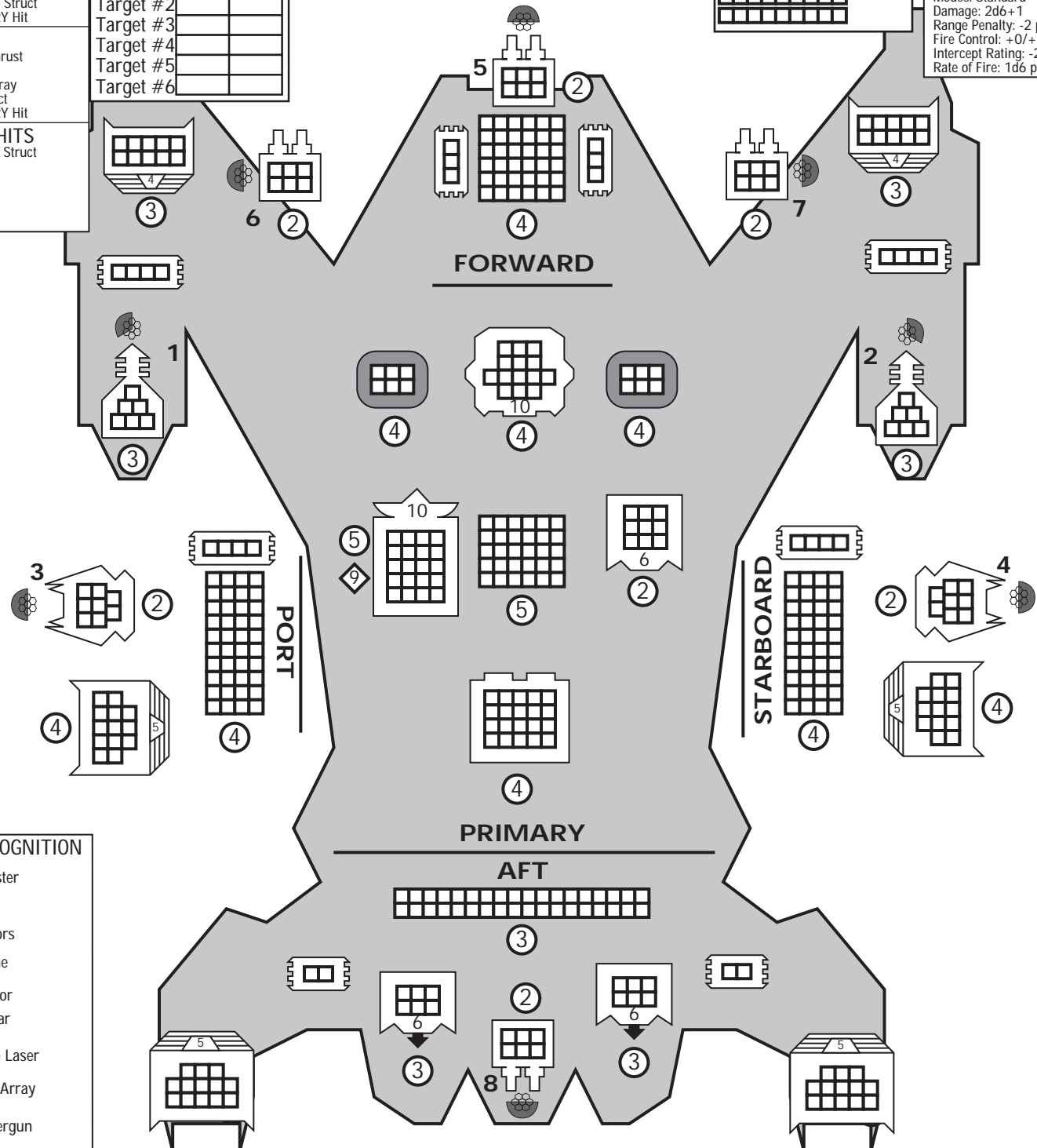
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Battle Laser
- Twin Array
- Scattergun
- Bulkhead