

# Usuuth Sarlon Sniper MKII

## SPECS

Class: Hvy Combat Vsl  
In Service: 2257  
Point Value: 400  
Ramming Value: 140  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 1.5+1.5 Thrust

## COMBAT STATS

Fwd/Aft Def: 13  
Stb/Port Defense: 15  
Engine Efficiency: 3/1  
Extra Power: +4  
Initiative Bonus: +7

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

## HANGAR

0 Fighters  
1 Shuttle: Thrust: 3  
Armor: 1 Defense: 8/10  
[Progress Bar]

## WEAPON DATA

(imp) Particle Hammer  
Class: Particle  
Modes: Standard  
Damage: 3d10+20  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+1/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns

## Hvy Projector Array

Class: Particle  
Modes: Standard  
Damage: 1d10+4  
Range Penalty: -1 per 2 hex  
Fire Control: +3/+3/+3  
Intercept Rating: -2  
Rate of Fire: 1 per turns

## Lt. Projector Array

Class: Particle  
Modes: Standard  
Damage: 1d6+2  
Range Penalty: -2 per hex  
Fire Control: +2/+2/+4  
Intercept Rating: -2  
Rate of Fire: 2 per turn

## FORWARD HITS

1-4: Retro Thrust  
5: Particle Hammer  
6-7: Hvy Projector Array  
8-9: Lt. Projector Array  
10-18: Forward Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Lt. Projector Array  
9-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9-10: Port/Stb Thrust  
11-12: Sensors  
14-15: Engine  
16: Hangar  
17-19: Reactor  
19-20: C & C

## SENSOR DATA

Defensive EW [ ]

Target #1 [ ]

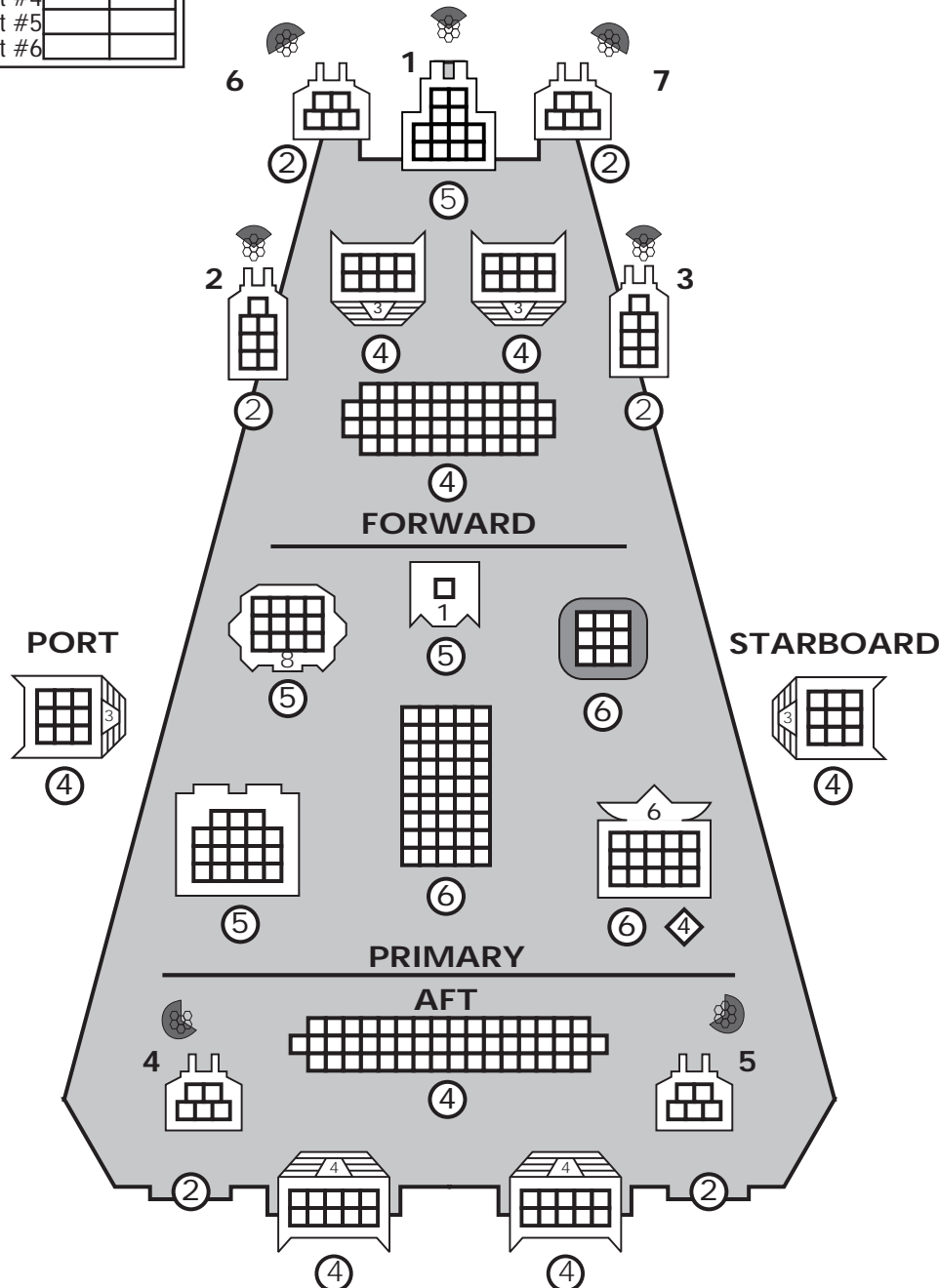
Target #2 [ ]

Target #3 [ ]

Target #4 [ ]

Target #5 [ ]

Target #6 [ ]



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Particle Hammer
- Hvy Projector Array
- Lt. Projector Array