

# Tolkid Gul'Rann Scout

## SPECS

Class: HCV  
In Service: 1509  
Point Value: 125  
Ramming Factor: 80  
Jump Delay: 40 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 14  
Engine Efficiency: 4/1  
Extra Power: +1  
Initiative Bonus: +6

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	3	3	4	5	6	6	7	8	9	9

## WEAPON DATA

### Gatling Cannon

Class: Projectile  
Modes: Raking (2)  
Damage: 2d3+2  
Range Penalty: -3 per hex  
Fire Control: +4/+4/+4  
Intercept Rating: -2  
(vs Ballistic only)  
Rate of Fire: 1 per turn

## FORWARD HITS

1-4: Retro Thrust  
5-8: Sensors  
9-18: Forward Structure  
19-20: PRIMARY Hit

## AFT HITS

1-4: Main Thrust  
5-7: Port/Stbd Thrust  
8-10: Jump Drive  
11-12: Gatling Cannon  
13-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9-10: Cargo  
11: Hangar  
12-14: Engine  
15-18: Fuel Cell  
19-20: C & C

## SPECIAL NOTES

Special Jump Drive: Slip  
Fuel Cell Reactors  
Limited Sensors

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

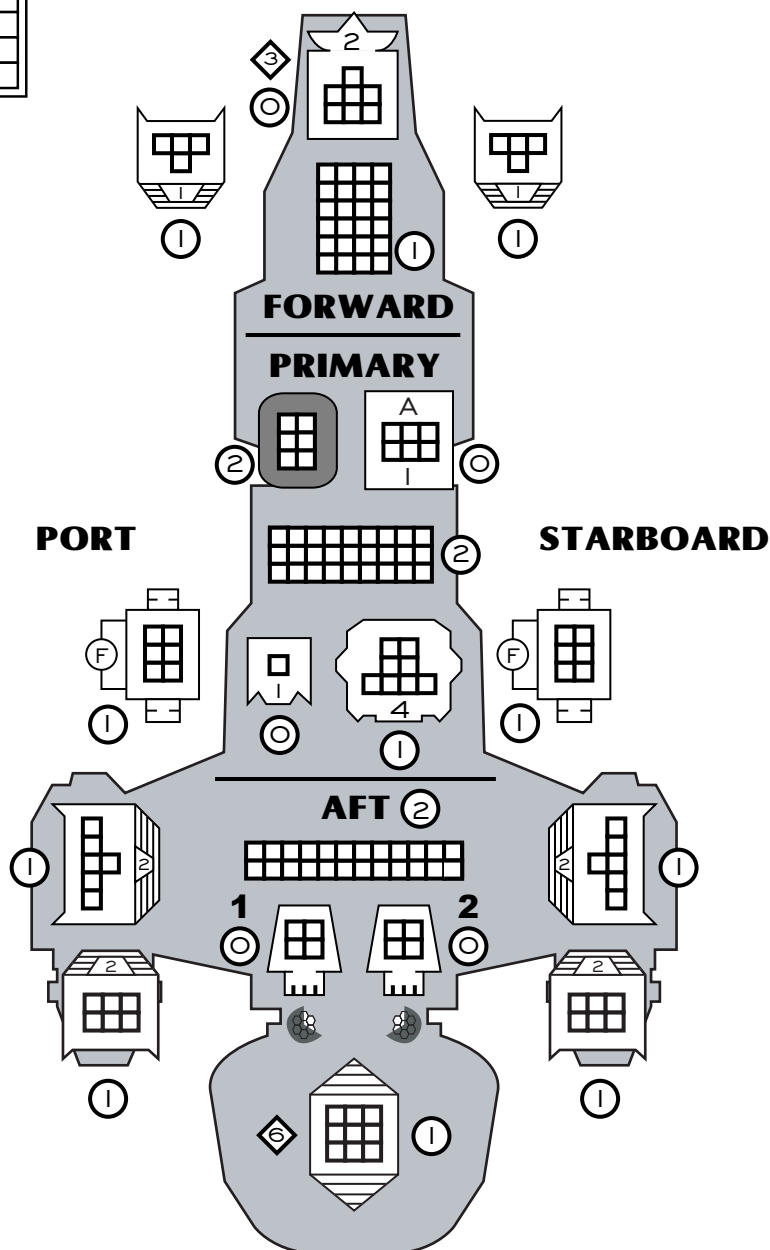
Target #5

Target #6

## HANGAR

0 Fighters  
1 Shuttles: Thrust: 2  
Armor: 0 Defense: 13/13

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## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Fuel Cell
- Hangar
- Jump Engine
- Cargo
- Gatling Cannon