



2ND EDITION

Invid Scorpion Troop Carrier

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: Unknown	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 475	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 65	Pivot Cost: 2+2 Thrust	Extra Power: 0
Fold Delay: N/A	Roll Cost: 3+3 Thrust	Initiative Bonus: +12
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 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
Blast Laser	
Class: Laser	
Modes: Standard	
Damage: 2d10+14	
Range Penalty: -1 per 3 hexes	
Fire Control: +4/+2/+0	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Lt Particle Cannon	
Class: Particle	
Modes: Raking	
Damage: 2d10+8	
Range Penalty: -1 per hex	
Fire Control: +4/+2/+0	
Intercept Rating: -2	
Rate of Fire: 1 per 2 turns	
Maser	
Class: Laser	
Modes: Standard	
Damage: 2d10+2	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+2	
Intercept Rating: n/a	
Rate of Fire: 1 per turn	
Special: <i>Armor counts double, damage doubled for crits</i>	
Lt Particle Beam	
Class: Particle	
Modes: Standard	
Damage: 1d10+4	
Range Penalty: -2 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Grappling Claw	
Attaches the Scorpion to the target vessel so boarding parties can be deposited.	

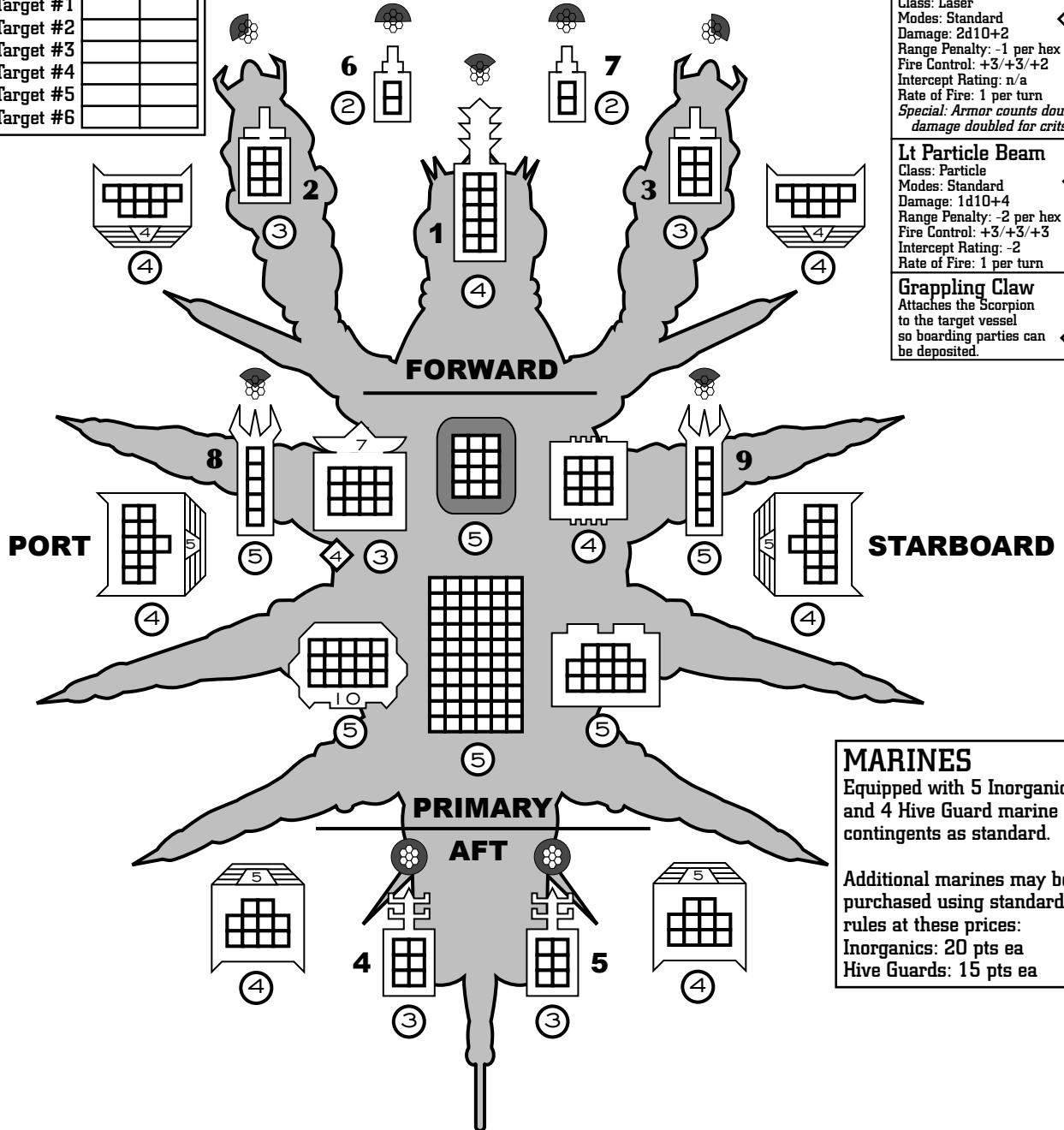
FORWARD HITS
1-3: Retro Thruster
4-5: Blast Laser
5-7: Lt. Particle Cannon
8-9: Lt. Particle Beam
10-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Maser
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-6: Port/Stbd Thrust
7-8: Grappling Claw
9-10: Marine Barracks
11-13: Sensors
14-16: Engine
17-19: Reactor
20: C&C

SPECIAL NOTES	
Atmospheric Capable	
Limited Availability (33%)	

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



MARINES
 Equipped with 5 Inorganic and 4 Hive Guard marine contingents as standard.

Additional marines may be purchased using standard rules at these prices:
 Inorganics: 20 pts ea
 Hive Guards: 15 pts ea

ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Marine Barracks
	Grappling Claw
	Blast Laser
	Maser
	Lt Particle Cannon
	Lt Particle Beam