

Alacan Arscata Scoutship

SPECS

Class: Capital Ship
In Service: 2239
Point Value: 565
Ramming Value: 200
Jump Delay: 32 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Def: 16
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

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

WEAPON DATA

Laser Cutter

Class: Laser
Modes: Raking (6)
Damage: 4d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

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

Class-SO Missile Rack

Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-5: Retro Thrust
6-7: Laser Cutter
8-9: Lt. Particle Beam
10-17: Forward Structure
18-20: PRIMARY Hit

SIDE HITS

1-7: Port/Stb Thrust
8-9: Lt. Particle Beam
10-11: Laser Cutter
12-17: Port/Stb Structure
18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-10: Lt. Particle Beam
11-17: Aft Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-9: Hangar
10: Missile Rack
11: Jump Drive
12-14: Sensors
15-16: Engine
17-18: Reactor
19-20: C & C

SPECIAL NOTES

Restricted Deploy (10%)
ELINT Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

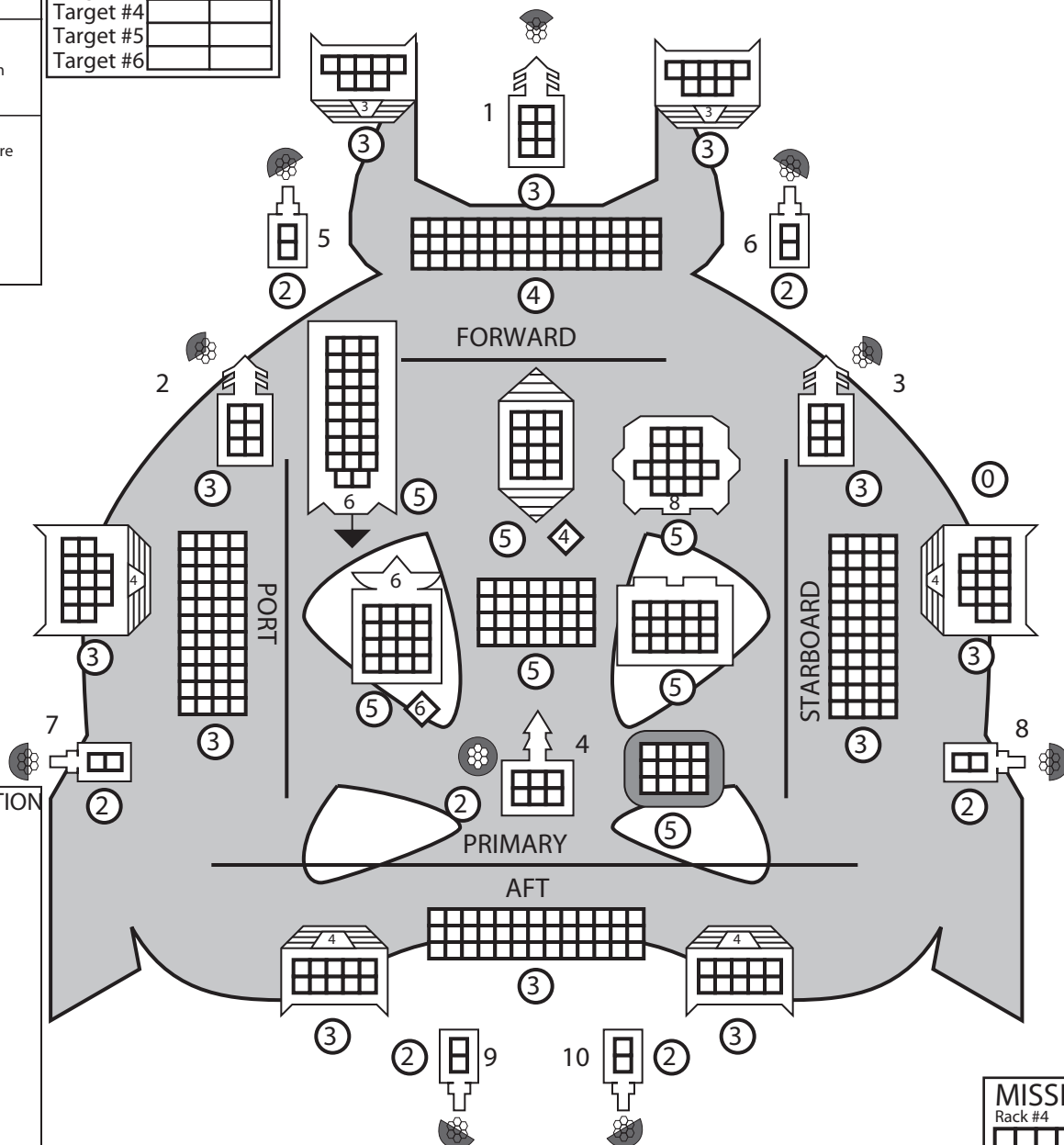
Target #6

HANGAR

24 Light Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/8



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Class-SO Missile Rack
- Laser Cutter
- Light Particle Beam

MISSILES

Rack #4

