

Arcadian Fleet Scout

SPECS	Maneuvering:	DEFENSE
Class: CAPITAL SHIP	Turn Cost: x2/3 Speed	Fwd/Aft Def: 15
In Service: 2237	Turn Delay: x2/3 Speed	Stb/Prt Def: 16
Point Value: 450	Accel/Deccel: 4 Thrust	Engine Efficiency: 4/1
Ramming Factor: 150	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 36	Roll cost: 2+2 Thrust	Initiative: 0

ELECTRONIC WARFARE	
DEF. ECM	
TARGET 1	
TARGET 2	
TARGET 3	
TARGET 4	
TARGET 5	
TARGET 6	
CCEW	

Hanger
3 Shuttles Thrust:2
Armor:0 DEF: 8/10
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

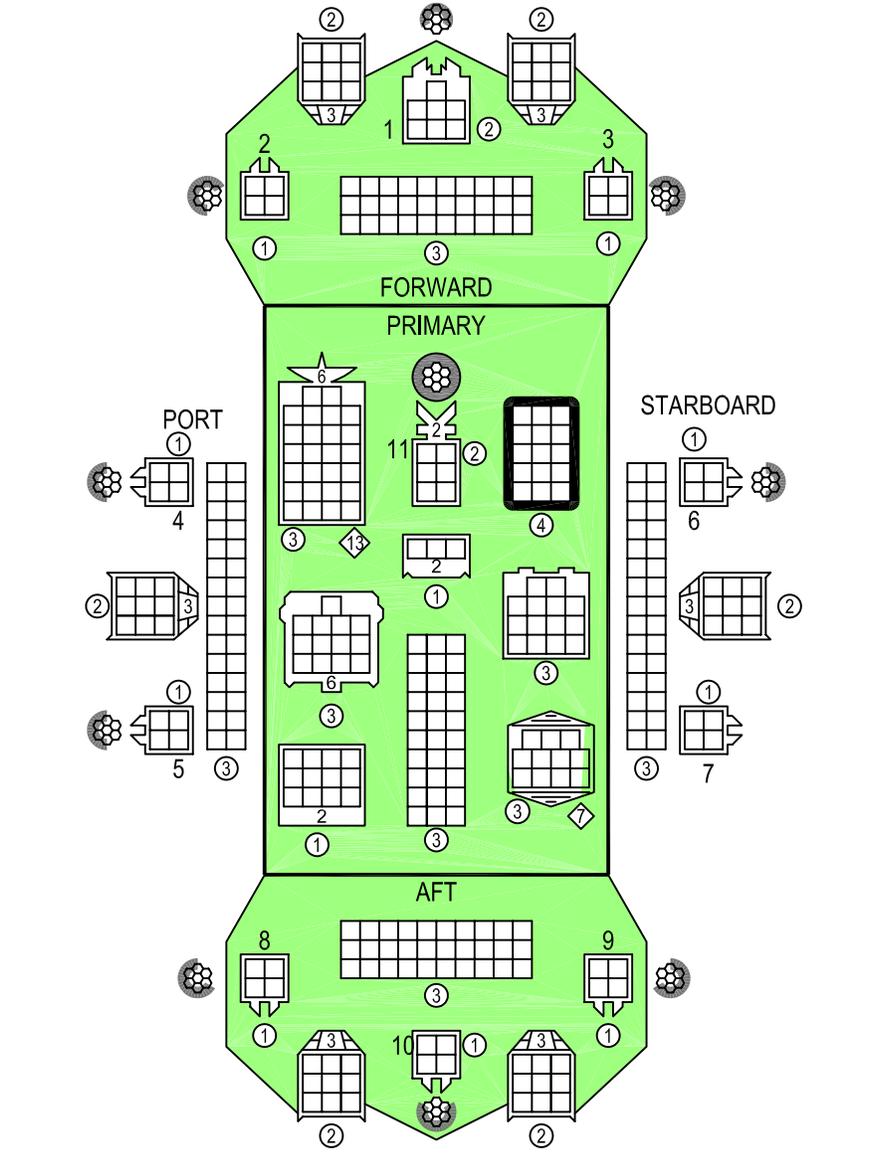
SPECIAL NOTES

Antiquated Sensors Elint Unit	
FORWARD HITS	
1-5	Retro Thrusters
6-7	Med Blast Cannon
8-9	Light Blast Cannon
11-18	Structure
19-20	PRIMARY
PORT/ STARBOARD HITS	
1-3	Port/Stbd Thrusters
4-6	Light Blast Cannon
7-18	Structure
19-20	PRIMARY
AFT HITS	
1-6	Main Thrusters
7-9	Light Blast Cannon
10-18	Structure
19-20	PRIMARY
PRIMARY	
1-4	Structure
5	Hanger
6-7	Cargo
8	TTA
9-12	Sensor
13-14	Jump Drive
15-16	Engine
17-18	Reactor
19-20	C&C

Dual Med. Blast Cannon
Class: Matter
Mode: Pulse
Damage: 5 d6 Times
Maximum Pulses: 10
Grouping Range: +1 per 4
Range: -1 per 2 Hexes
Fire Control: +4/+3/-1
Intercept: -2
Rate of Fire: 1 per 2 Turns

Light Blast Cannon
Class: Matter
Mode: Pulse
Damage: 3 d3 Times
Maximum Pulses: 4
Grouping Range: +1 per 5
Range: -1 Hex
Fire Control: +2/+1/0
Intercept: -1
Rate of Fire: 1 per Turn

Targeting Array
Maximum Range: 15 Hexes
Adds fire control to all weapons against specified target.
Degradation occurs if multiple TTAs are used on same target.
Cannot be used against fighters or smaller units.



Blast Cannon Ammunition			
Weapon #1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weapon #2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weapon #3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weapon #4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weapon #5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weapon #6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weapon #7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weapon #8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weapon #9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weapon #10	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>