

Arcadian Fleet Scout

SPECS

Class: CAPITAL SHIP
In Service: 2237
Point Value: 450
Ramming Factor: 150
Jump Delay: 36

Maneuvering:

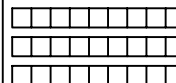
Turn Cost: x2/3 Speed
Turn Delay: x2/3 Speed
Accel/Deccel: 4 Thrust
Pivot Cost: 2+2 Thrust
Roll cost: 2+2 Thrust

DEFENSE

Fwd/Aft Def: 15
Stb/Prt Def: 16
Engine Efficiency: 4/1
Extra Power: 0
Initiative: 0

Hanger

3 Shuttles Thrust:2
Armor:0 DEF: 8/10

**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

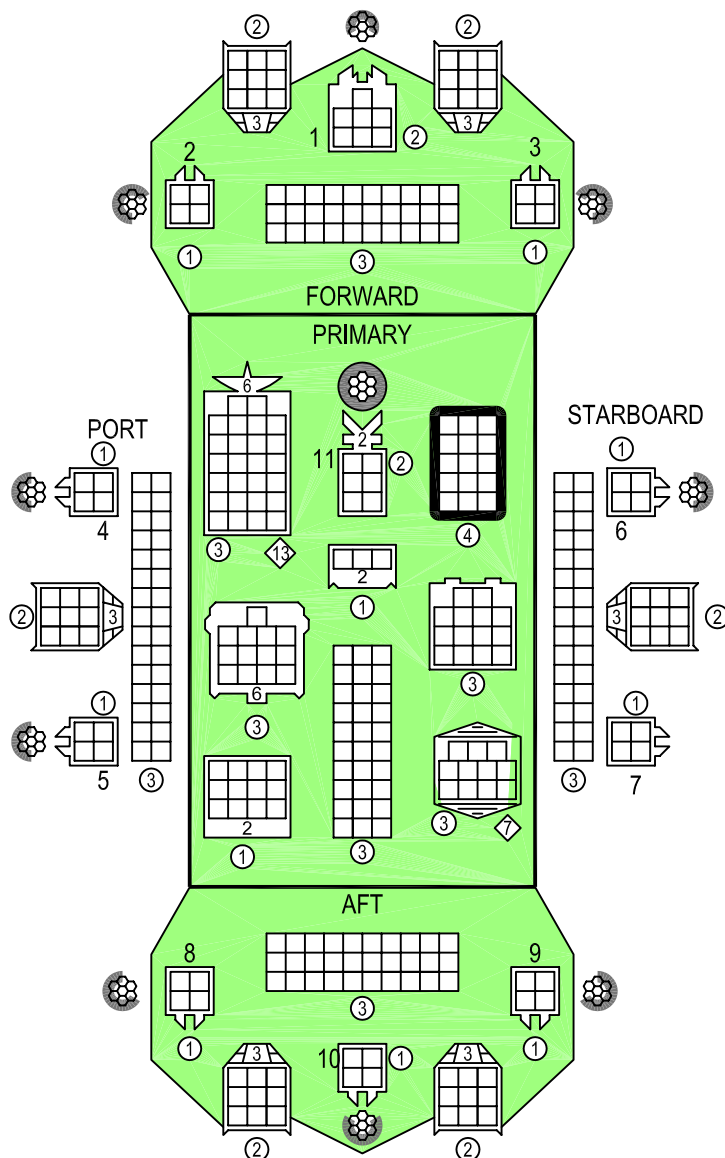
1-6 Main Thrusters
7-9 Light Blast Cannon
10-18 Structure
19-20 PRIMARY

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

ELECTRONIC WARFARE

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

**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

Weapon #2

Weapon #3

Weapon #4

Weapon #5

Weapon #6

Weapon #7

Weapon #8

Weapon #9

Weapon #10