

Coqari Variant (Uncommon)  
Common after 2271

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Cascor Coqari Advanced Scout

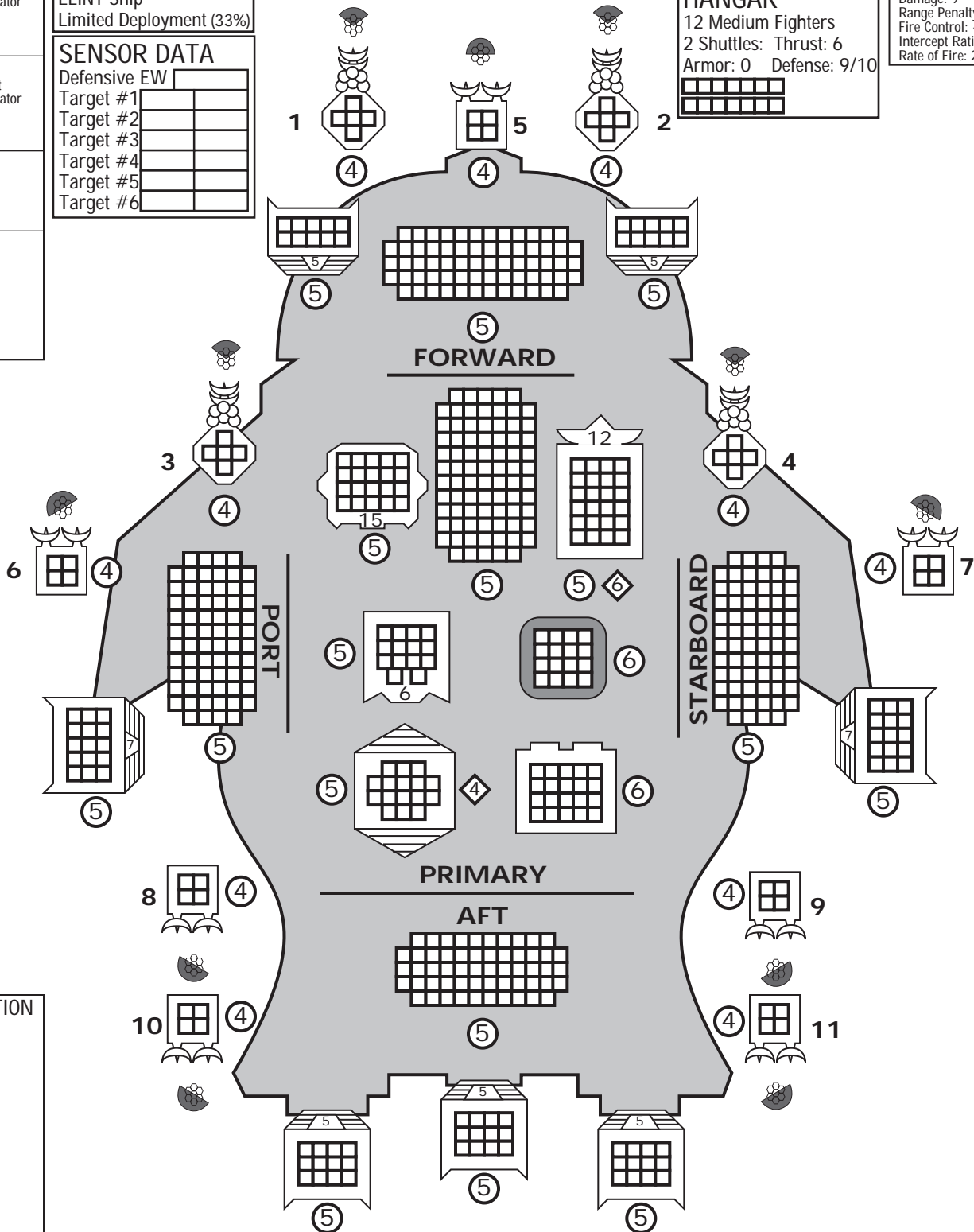
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 16
In Service: 2226	Turn Delay: 2/3 Speed	Stb/Port Defense: 17
Point Value: 950	Accel/Decel Cost: 5 Thrust	Engine Efficiency: 8/1
Ramming Factor: 280	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 24 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA
Ion Disruptor Torpedo
Class: Ion/Balistic
Modes: Standard
Damage: 15 + 1d6 EW
Range: 40 hexes
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Imp.Dual Ion Bolter
Class: Ion
Modes: Standard
Damage: 9
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 2 per turn

<b>FORWARD HITS</b>
1-5: Retro Thrust
6-7: Ion Field Generator
8: Dual Ion Bolter
9-18: Forward Struct
19-20: PRIMARY Hit
<b>SIDE HITS</b>
1-5: Port/Stb Thrust
6-7: Ion Field Generator
8: Dual Ion Bolter
9-18: Port/Stb Struct
19-20: PRIMARY Hit
<b>AFT HITS</b>
1-6: Main Thrust
7-8: Dual Ion Bolter
9-18: Port/Stb Struct
19-20: PRIMARY Hit
<b>PRIMARY HITS</b>
1-9: Primary Struct
10-11: Jump Drive
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

<b>SPECIAL NOTES</b>
ELINT Ship
Limited Deployment (33%)
<b>SENSOR DATA</b>
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

<b>HANGAR</b>
12 Medium Fighters
2 Shuttles: Thrust: 6
Armor: 0 Defense: 9/10



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Ion Disruptor Torp.
Imp.Dual Ion Bolter