

Cascor Coqari Scout

SPECS

Class: Capital Ship
In Service: 2226
Point Value: 750
Ramming Factor: 280
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 6 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 17
Engine Efficiency: 8/1
Extra Power: 0
Initiative Bonus: +0

WEAPON DATA

Ion Field Generator
Class: Ion
Modes: Special
Effect: See Rules
Range: 35 hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Dual Ion Bolter

Class: Ion
Modes: Standard
Damage: 8
Range Penalty: -1 per hex
Fire Control: +2/+2/+2
Intercept Rating: -2
Rate of Fire: 2 per turn

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

HANGAR

12 Medium Fighters
2 Shuttles: Thrust: 6
Armor: 0 Defense: 9/10

FORWARD HITS

1-5: Retro Thrust
6-7: Ion Field Generator
8: Dual Ion Bolter
9-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Ion Field Generator
8: Dual Ion Bolter
9-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Dual Ion Bolter
9-18: Port/Stb Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-11: Jump Drive
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

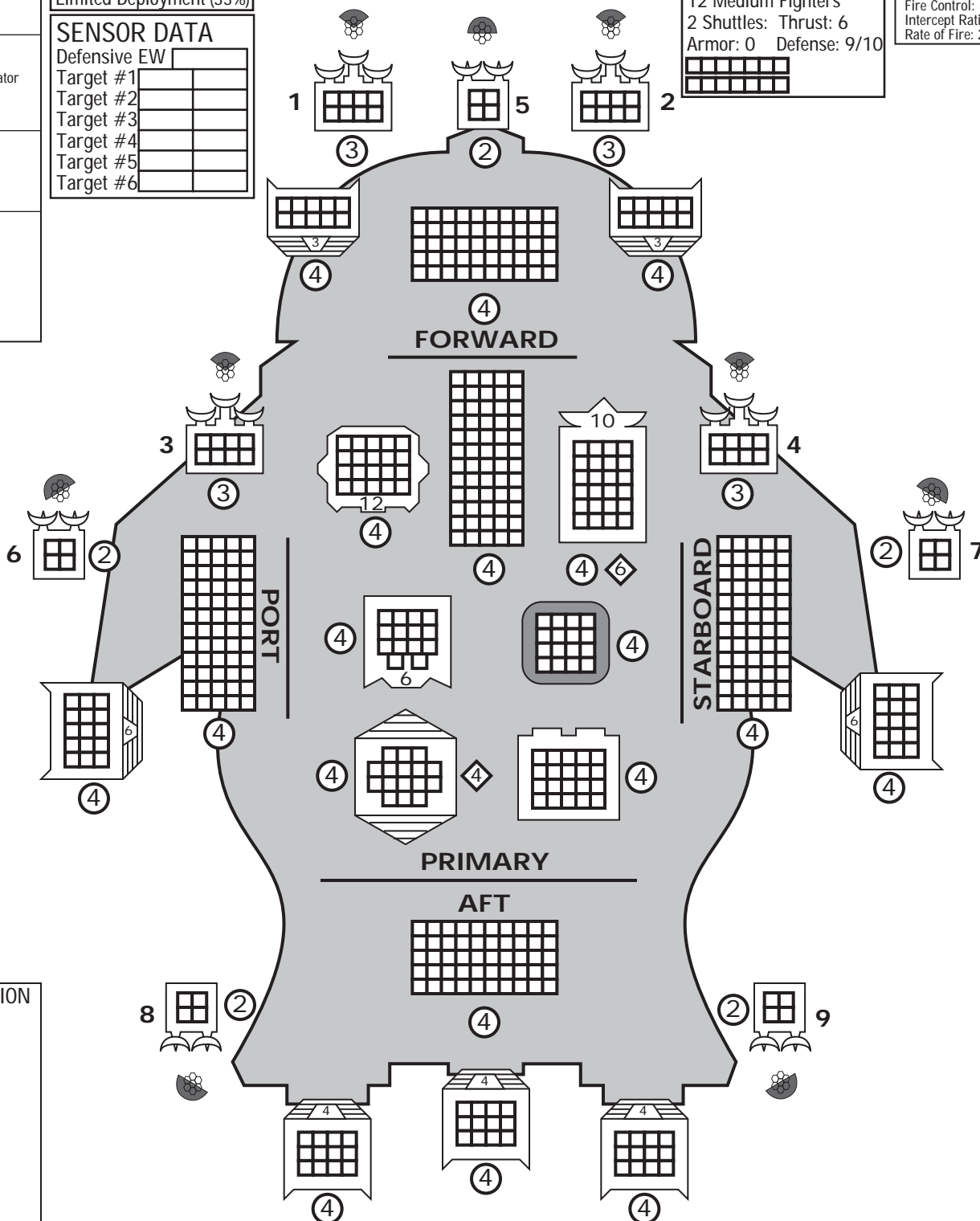
SPECIAL NOTES

ELINT Ship

Limited Deployment (33%)

SENSOR DATA

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Ion Field Generator
- Dual Ion Bolter