Coqari Scout

FLEET ACTION

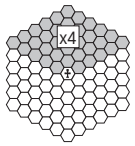
Ship Datacard

ID:

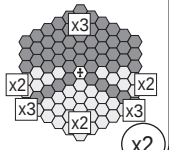
SHIP NAME:

SQUADRON:

Ion Field Generator
Class: Ballistic
Range: 24
Fire Control: n/a
Damage: special
Max Shots/Turn: 2



Dual Ion Bolter
Class: Particle
Range: 2/4/6/8
Fire Control: d10/d10/d10
Damage: d10
Max Shots/Turn: 3x2



x2

CMD RATING: 8
CMD COST: 3
DEF RATING: 14
ARMOR: 4/4/4
SENSOR: 11
AVAIL: Uncommon

RACE: Cascor
CLASS: Coqari Scout
CATEGORY: Capital
YEAR IN SERVICE: 2226
Jump Drive: Yes
POINT VALUE: 380

NOTES:

ELINT Ship
Level 1

Loadout (2226+)(470 points):
2 Flights Tiqincc

Version 1.0

STRUCTURAL DATA

RATING/NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE																														
SENSORS						E																								
Ion Field																														
Dual Ion Bolter																														

MANEUVERING DATA

SPEED/RATING	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COME ABOUT																														
HARD TURN																														
COURSE CORRECT																														
TURN																														
MAX ACCEL																														
MAX DECEL																														

Coqari Scout

FLEET ACTION

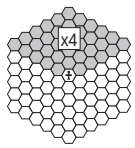
Ship Datacard

ID:

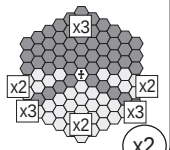
SHIP NAME:

SQUADRON:

Ion Field Generator
Class: Ballistic
Range: 24
Fire Control: n/a
Damage: special
Max Shots/Turn: 2



Dual Ion Bolter
Class: Particle
Range: 2/4/6/8
Fire Control: d10/d10/d10
Damage: d10
Max Shots/Turn: 3x2



x2

CMD RATING: 8
CMD COST: 3
DEF RATING: 14
ARMOR: 4/4/4
SENSOR: 11
AVAIL: Uncommon

RACE: Cascor
CLASS: Coqari Scout
CATEGORY: Capital
YEAR IN SERVICE: 2226
Jump Drive: Yes
POINT VALUE: 380

NOTES:

ELINT Ship
Level 1

Loadout (2226+)(470 points):
2 Flights Tiqincc

Version 1.0

STRUCTURAL DATA

RATING/NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE																														
SENSORS						E																								
Ion Field																														
Dual Ion Bolter																														

MANEUVERING DATA

SPEED/RATING	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COME ABOUT																														
HARD TURN																														
COURSE CORRECT																														
TURN																														
MAX ACCEL																														
MAX DECEL																														