

Medushaan Keder Scout Cruiser

SPECS

Class: Capital Ship
In Service: 2246
Point Value: 585
Ramming Factor: 375
Jump Delay: 32 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: 0
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

Dual Plasma Cannon
Class: Plasma
Mode: Standard
Dmg: 5d10+8 (-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: May fire as two medium plasma cannons

Med. Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Twin Ultra-Light Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 2d6+4 (-1 per 2 hexes)
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -1
Rate of Fire: 2 per turn

FORWARD HITS
1-4: Retro Thrust
5-7: Dual Plasma Cannon
8-10: Twin Ult Pl Cannon
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-9: Twin Ult Pl Cannon
10-12: Hangar
13-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-11: Twin Ult Pl Cannon
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-9: Jump Engine
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Limited Availability (33%)
ELINT Unit

SENSOR DATA

Defensive EW

Target # 1

Target # 2

Target # 3

Target # 4

Target # 5

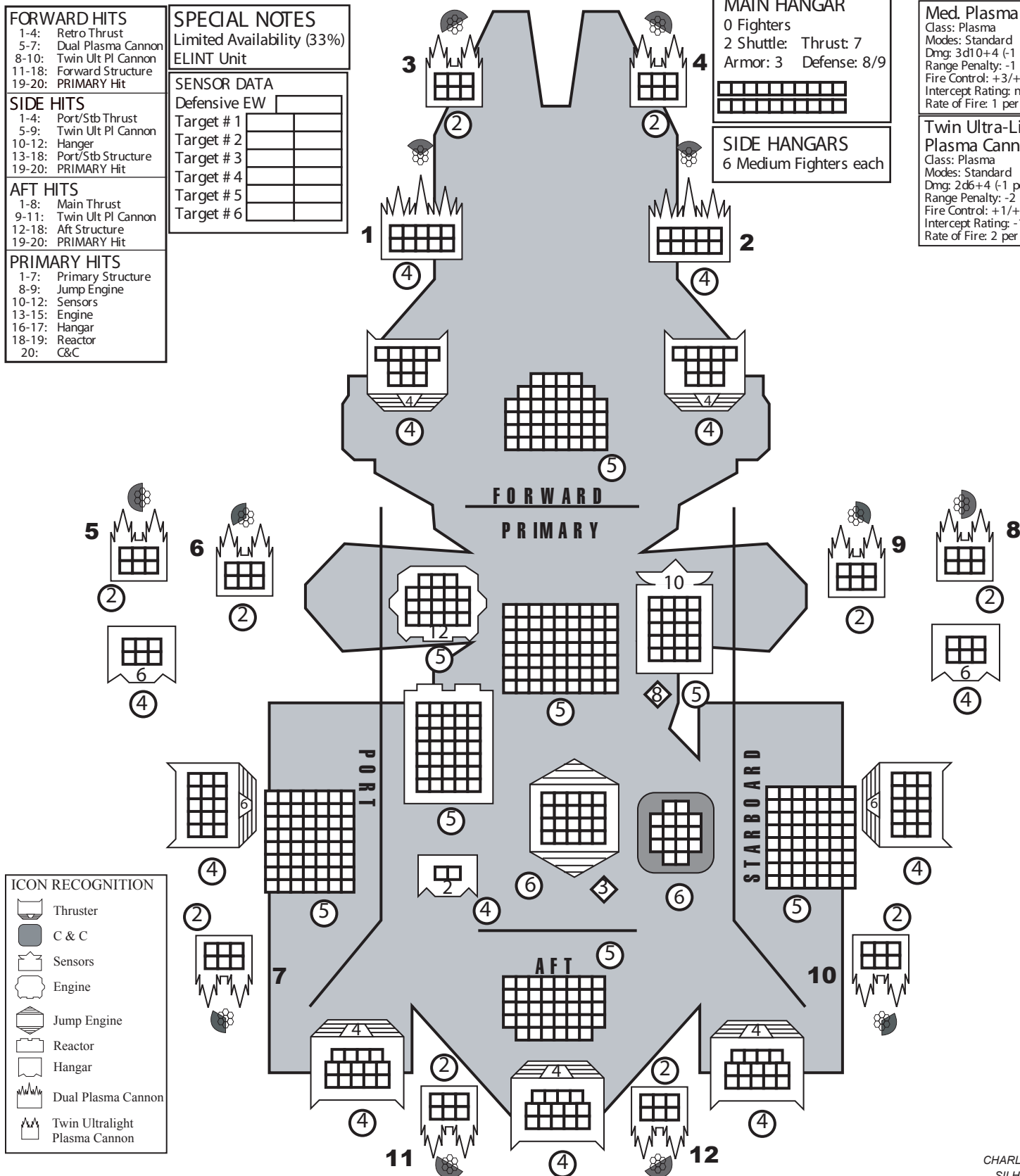
Target # 6

MAIN HANGAR

0 Fighters
2 Shuttle: Thrust: 7
Armor: 3 Defense: 8/9

SIDE HANGARS

6 Medium Fighters each



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Dual Plasma Cannon
- Twin Ultralight Plasma Cannon