



RULES OF ENGAGEMENT

Federated Worlds Mk1. Scout

SPECS

Class: LCV
In Service: 2357
Point Value: 200
Ramming Factor: 20
Jump Delay: 12 Turns

MANEUVERING

Turn Cost: 1/4 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 10
Stb/Port Defense: 11
Engine Efficiency: 1/1
Extra Power: 0
Initiative Bonus: +15

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	1	2	2	2	2	3	3	3	3
Turn Delay	1	1	1	1	2	2	2	2	3	3	3	3

WEAPON DATA

Energy Beam
Class: Energy
Modes: Standard
Damage: 2d10+2
Range Penalty: -1 per 3 hex
Fire Control: +3/+3/+3
Intercept Rating: na
Rate of Fire: 1 per turn

Type 1 Missile
Class: Ballistic
Modes: Standard
Damage: 5 DES Damage
Range Penalty: -1 per 1 hex
Fire Control: +2/+2/+2
Intercept Rating: na
Rate of Fire: 1 per turn

Type 2 Missile
Class: Ballistic
Modes: Standard
Damage: 10
Range Penalty: -1 per 4 hex
Fire Control: +4/+4/+4
Intercept Rating: na
Rate of Fire: 1 per turn

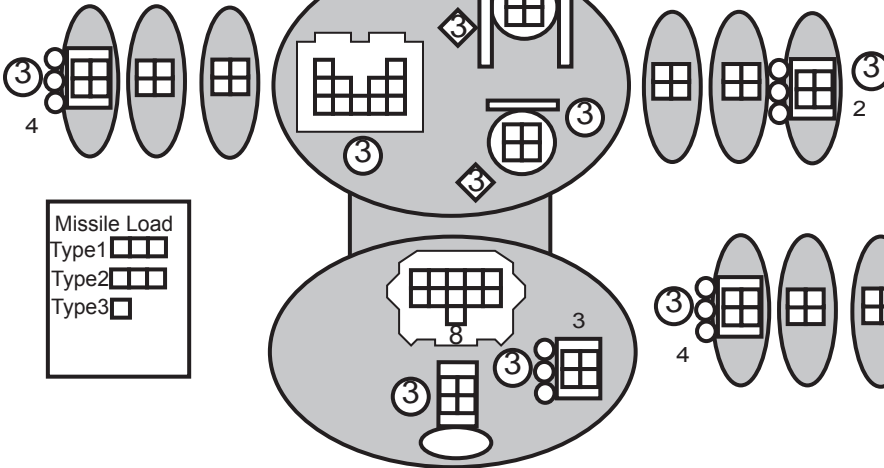
Type 3 Missile
Class: Ballistic
Modes: Standard
Damage: 20
Range Penalty: -1 per 2 hex
Fire Control: +3/+3/+3
Intercept Rating: na
Rate of Fire: 1 per turn

PRIMARY HITS

- 1-6 Structure
- 7-10 Drive
- 11-12 ELT
- 13 UWA
- 14 DESP
- 15 Sensors
- 16 DES
- 17 Reactor
- 18 MET
- 19 Hyperdrive
- 20 C&C

SENSOR DATA

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



Missile Load

Type1 ☐
Type2 ☐
Type3 ☐

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Drive
- Hyper Drive
- Reactor
- Energy-Launch Turret
- Unified Weapon Array
- Defensive Energy Screen
- Matter-Energy Transport
- Defensive Energy Screen
- Defensive Energy Screen

SENSOR DATA

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

Missile Load

Type1 ☐
Type2 ☐
Type3 ☐