

## United Democratic Planets Type I Scout (x2)

## SPECS

Class: LCV  
In Service: 2357  
Point Value: 180  
Ramming Factor: 19  
Jump Delay: 14 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 11  
Stb/Port Defense: 12  
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: 20  
Range Penalty: None  
Max Range: 15 Hexes  
Fire Control: +4/+4/+4  
Intercept Rating: na  
Rate of Fire: 1 per turn

Type 2 Missile  
Class: Ballistic  
Modes: Standard  
Damage: 6 C&C Damage  
Range Penalty: None  
Max Range: 15 Hexes  
Fire Control: +3/+3/+3  
Intercept Rating: na  
Rate of Fire: 1 per turn

Type 3 Missile  
Class: Ballistic  
Modes: Standard  
Damage: 3 DES Damage  
Range Penalty: None  
Max Range: 15 Hexes  
Fire Control: +2/+2/+2  
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	

## MARINE RAIDER SQUADS



## Missile Load

Type1 ☐☐☐☐☐☐☐☐  
Type2 ☐  
Type3 ☐

## MARINE RAIDER SQUADS



## 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 Projector

