



# Andorian Mokrasir Fast Scout

SPECS	
Class: Hvy Combat Vsl	In Service: 2152
Point Value: 400	Ramming Factor: 90
Warp Delay: 10 Turns	

MANEUVERING	
Turn Cost: 1/2 Speed	Turn Delay: 1/2 Speed
Accel/Decel Cost: 2 Thrust	Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust	

COMBAT STATS	
Fwd/Aft Defense: 12	Stb/Port Defense: 12
Engine Efficiency: 2/1	Extra Power: 0
Initiative Bonus: +7	

WEAPON DATA	
Light Particle Cannon	
Class: Particle	Modes: Raking
Damage: 2d10+8	Range Penalty: -1 per hex
Fire Control: +4/+2/+0	Intercept Rating: -2
Rate of Fire: 1 per 2 turns	

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

SIDE HITS	
1-3:	Impulse Thruster
4-5:	Deflector Shield
6-7:	Lt Particle Cannon
8-10:	Early Particle Beam
11-13:	Warp Engine
14-18:	Port/Stb Structure
19-20:	PRIMARY Hit

SPECIAL NOTES	
ELINT Ship	
Gravitic Drive System	
Impulse Drive	
Special Hull Configuration	
(No Forward/Aft Hits)	

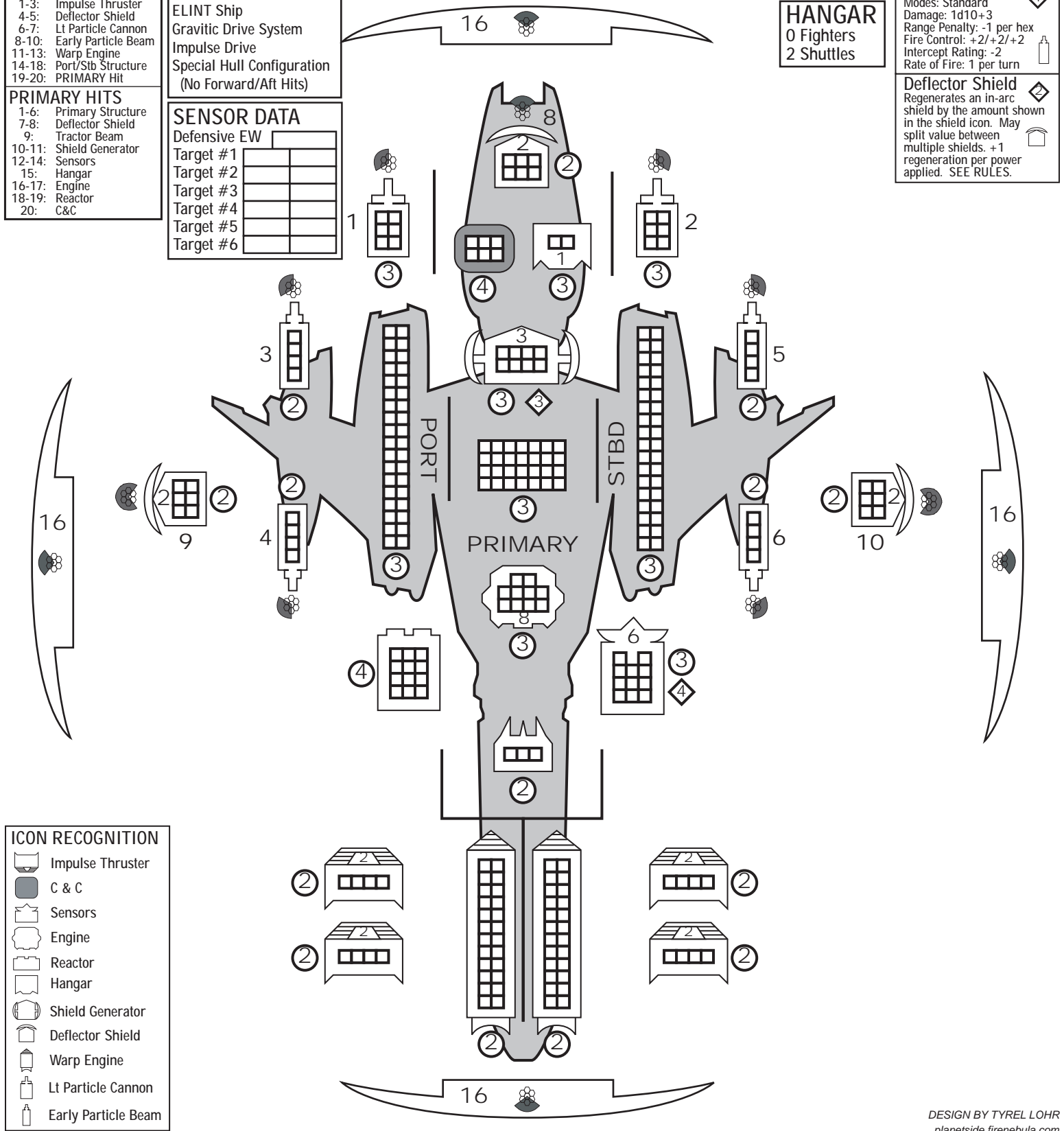
PRIMARY HITS	
1-6:	Primary Structure
7-8:	Deflector Shield
9:	Tractor Beam
10-11:	Shield Generator
12-14:	Sensors
15:	Hangar
16-17:	Engine
18-19:	Reactor
20:	C&C

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

**HANGAR**  
0 Fighters  
2 Shuttles

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

Deflector Shield	
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.	



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Lt Particle Cannon
	Early Particle Beam