

Andromedan Anaconda Scout

SPECS

Class: Medium Ship
In Service: 2263
Point Value: 490
Ramming Factor: 50
Warp Delay: 10 Turns

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 2 Thrust
Roll Cost: 2 Thrust

COMBAT STATS

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

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

WEAPON DATA

Gravitic Focuser

Class: Gravitic
Mode: Standard
Damage: 1d10+4
+2 power: 1d10+7
+4 power: 1d10+10
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Tactical T-Bomb

Class: Proximity (Antimatter)
Mode: Flash
Base to hit hex: 20
Damage: 2X
Maximum X: 15
Max Range: Ship's EW rating
Fire Control: none
Intercept Rating: n/a
Rate of Fire: 1 per transporter

FORWARD HITS

1-3: Power Absorber
4-8: Displacement Device
9-18: Structure
19-20: PRIMARY Hit

AFT HITS

1-2: Power Absorber
3-7: Impulse Thruster
8-10: Gravitic Focuser
11-13: Warp
14-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Structure
11: Battery
12-14: Sensors
15-17: Engine
18-19: Reactor
20: C&C

SPECIAL NOTES

Limited Availability (33%)
ELINT Ship
Agile Ship
Gravitic Drive System
Impulse Drive
Large Satellite Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

ICON RECOGNITION

Battery

Power Absorber

Sensor

Engine

Reactor

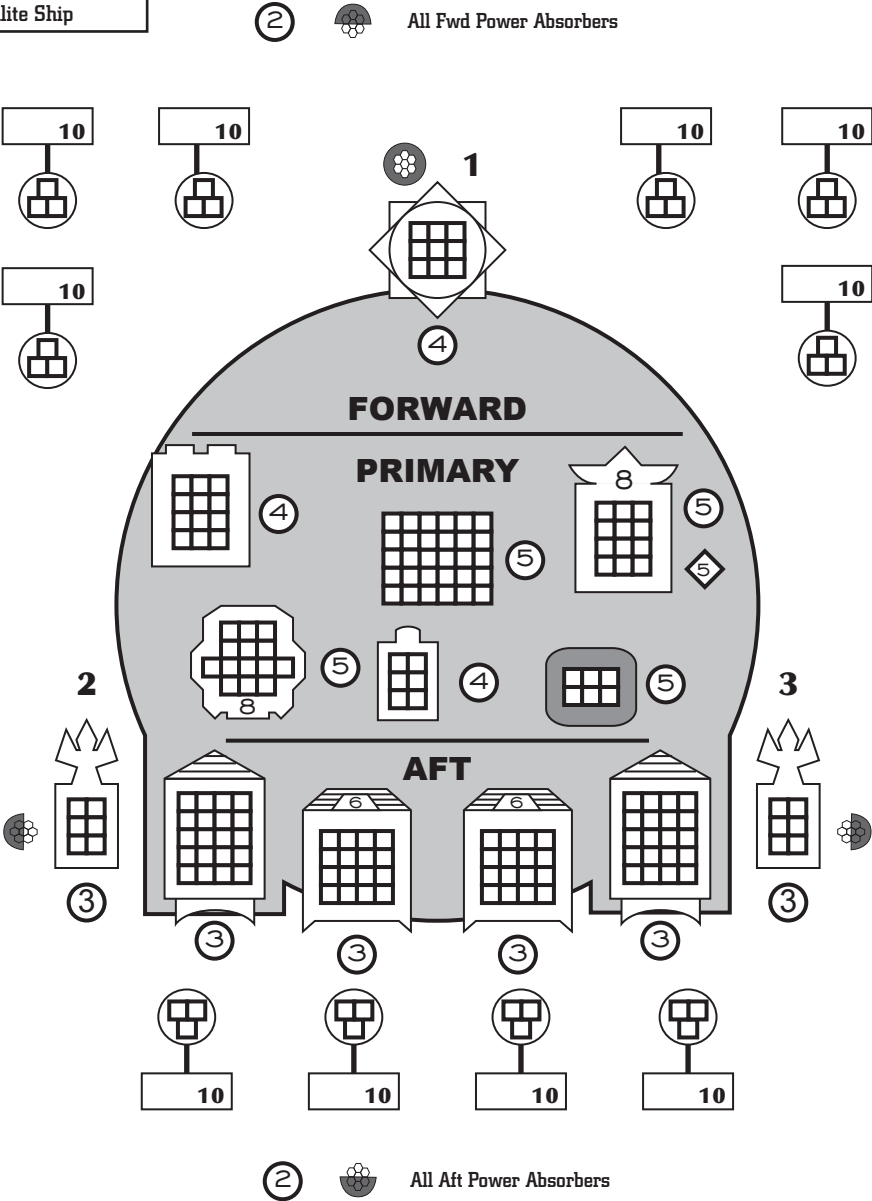
C&C

Displacement Device

Gravitic Focuser

Impulse Thruster

Warp Engine



Transporter Bombs