

Tholian Refraction Scout

SPECS

Class: Medium Ship
 In Service: 2236
 Point Value: 400
 Ramming Factor: 40
 Warp Delay: 10 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 8
 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

Intermediate Phaser
 Class: Molecular
 Mode: R (8), S
 Damage: 2d10+2
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+2/+2
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns
 Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4

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.

FORWARD HITS
 1-3: Deflector Shield
 4-7: Forward Sensors
 8-17: Structure
 18-20: PRIMARY Hit

SPECIAL NOTES
 ELINT Ship
 Agile Ship
 Gravitic Drive System
 Impulse Drive

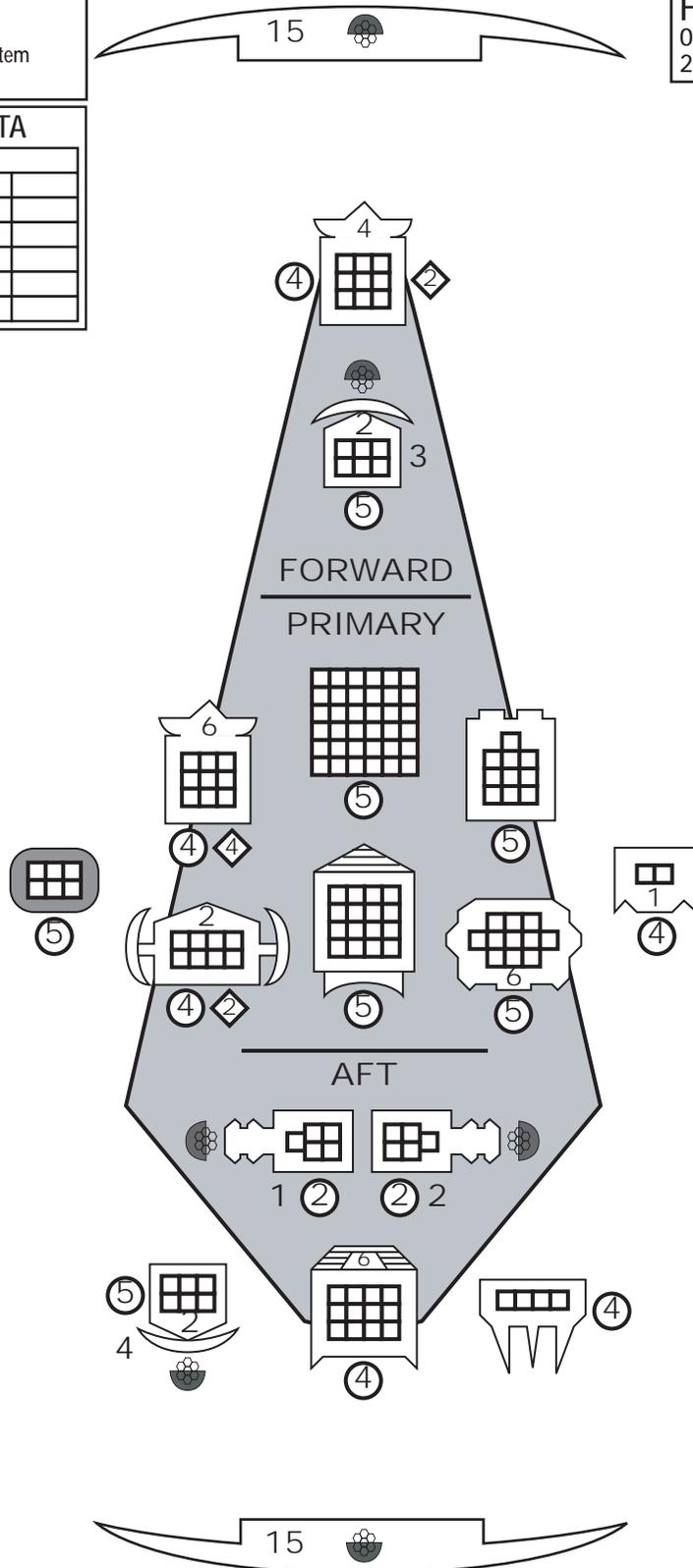
AFT HITS
 1-3: Impulse Thruster
 4-6: Deflector Shield
 7-9: Intermediate Phaser
 10: Tractor Beam
 11-17: Structure
 18-20: PRIMARY Hit

SENSOR DATA

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

PRIMARY HITS
 1-6: Warp Engine
 7-8: Shield Generator
 10-12: Sensors
 13-14: Hangar
 15-17: Engine
 18-19: Reactor
 20: C&C

HANGAR
 0 Fighters
 2 Shuttles



ICON RECOGNITION

	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Intermediate Phaser