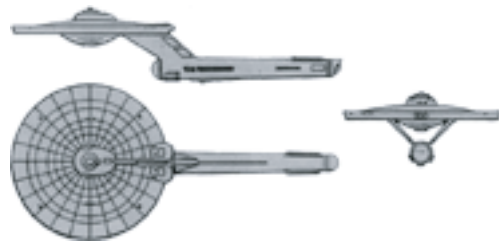




# Federation Nelson Scout



<b>SPECS</b> Class: Medium Ship In Service: 2248 Point Value: 275 Ramming Factor: 40 Warp Delay: 9 Turns	<b>MANEUVERING</b> Turn Cost: 1/3 Speed Turn Delay: 1/3 Speed Accel/Decel Cost: 1 Thrust Pivot Cost: 1+1 Thrust Roll Cost: 1+1 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 10 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	

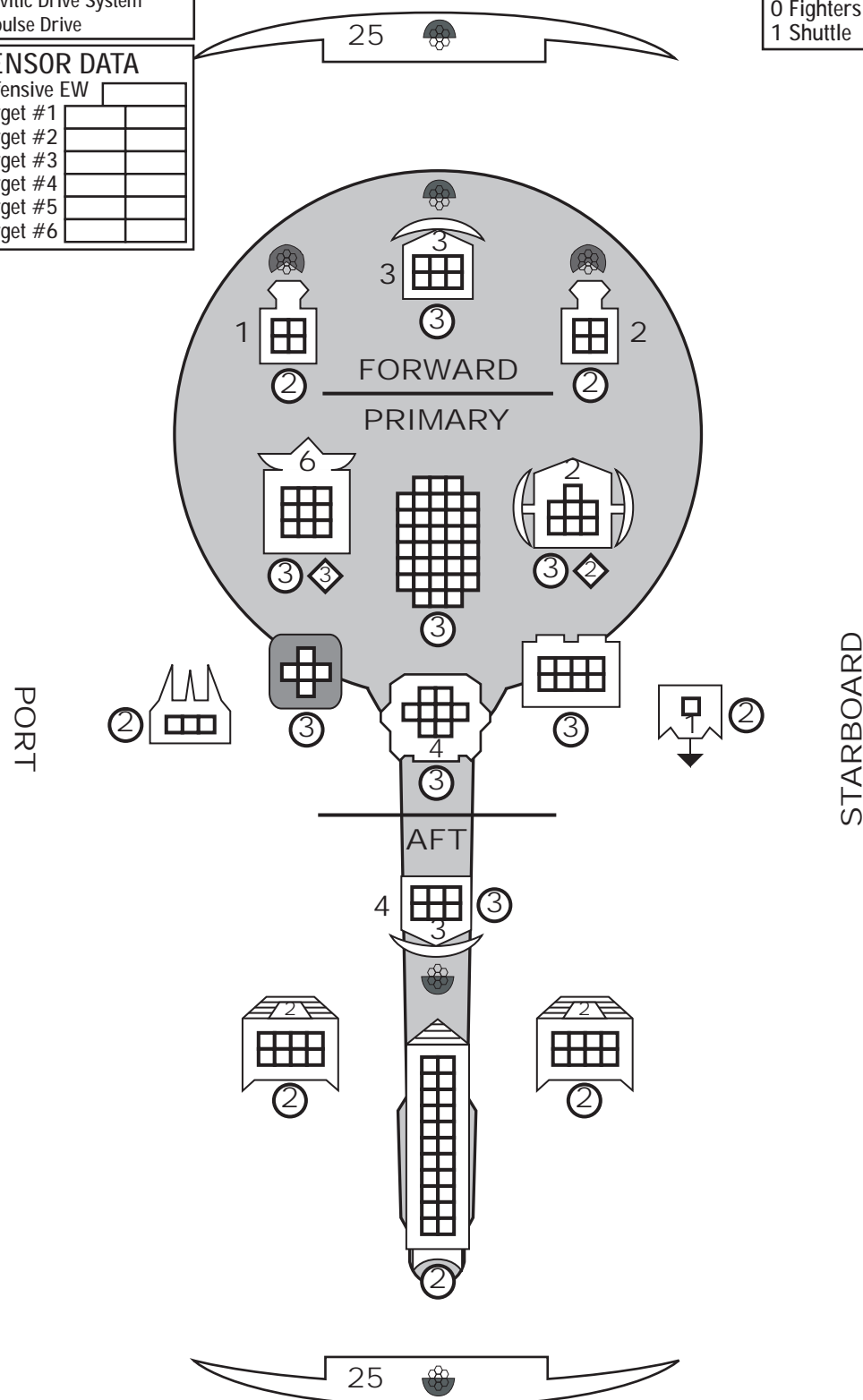
<b>WEAPON DATA</b> Light Phaser Bank Class: Molecular Mode: Standard Damage: 1d10+4 Range Penalty: -1 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn
<b>Deflector Shield</b> Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

<b>FORWARD HITS</b> 1-2: Deflector Shield 3-6: Light Phaser 7-17: Structure 18-20: PRIMARY Hit
<b>AFT HITS</b> 1-4: Impulse Thruster 5-6: Deflector Shield 7-10: Warp Engine 11-17: Structure 18-20: PRIMARY Hit
<b>PRIMARY HITS</b> 1-4: Tractor Beam 6-8: Shield Generator 9-11: Sensors 12-14: Hangar 15-17: Engine 18-19: Reactor 20: C&C

<b>SPECIAL NOTES</b> ELINT Ship Gravitic Drive System Impulse Drive
--

<b>SENSOR DATA</b> Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

**HANGAR**  
0 Fighters  
1 Shuttle



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