



Federation Nova Scout Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship In Service: 2369 Point Value: 450 Ramming Factor: 80 Warp Delay: 5 Turns	Turn Cost: 1/2 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 1+1 Thrust	Fwd/Aft Defense: 13 Stb/Port Defense: 14 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 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
Medium Phaser Bank	
Class: Molecular Mode: R, S Damage: 3d10+5 Range Penalty: -1 per 2 hexes Fire Control: +3/+3/+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	
Photon Torpedo	
Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 20 Max Range: 50 hexes Fire Control: +4/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns	
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	
1-2: Deflector Shield	
3-5: Photon Torpedo	
6-9: Medium Phaser	
10-17: Structure	
18-20: PRIMARY Hit	
AFT HITS	
1-3: Impulse Thruster	
4-5: Deflector Shield	
6-7: Medium Phaser	
8-11: Warp Engine	
12-17: Structure	
18-20: PRIMARY Hit	
PRIMARY HITS	
1-4: Tractor Beam	
5-8: Shield Generator	
9-11: Sensors	
12-13: Hangar	
14-16: Engine	
17-19: Reactor	
20: C&C	

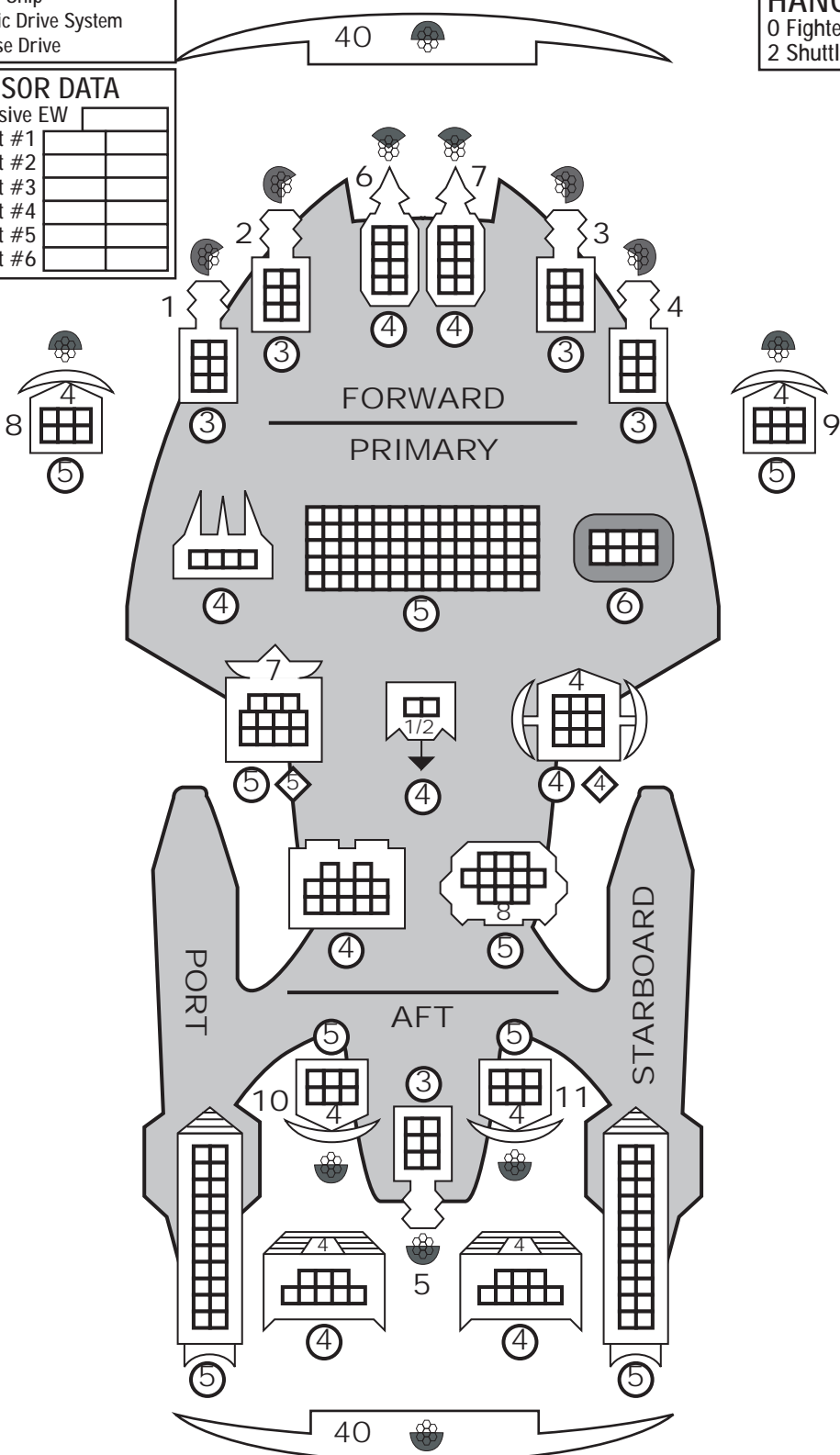
SPECIAL NOTES
ELINT Ship
Gravitic Drive System
Impulse Drive

SENSOR DATA

Defensive EW

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

HANGAR
0 Fighters
2 Shuttles



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Medium Phaser
- Photon Torpedo