



# Son'a Heavy Survey Scout

## SPECS

Class: Capital Ship  
 In Service: 2375  
 Point Value: 415  
 Ramming Factor: 410  
 Warp Delay: 5 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
 Turn Delay: 1 x Speed  
 Accel/Decel Cost: 4 Thrust  
 Pivot Cost: 4+4 Thrust  
 Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15  
 Stb/Port Defense: 19  
 Engine Efficiency: 4/1  
 Extra Power: +0  
 Initiative Penalty: -4

## WEAPON DATA

**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

**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.

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

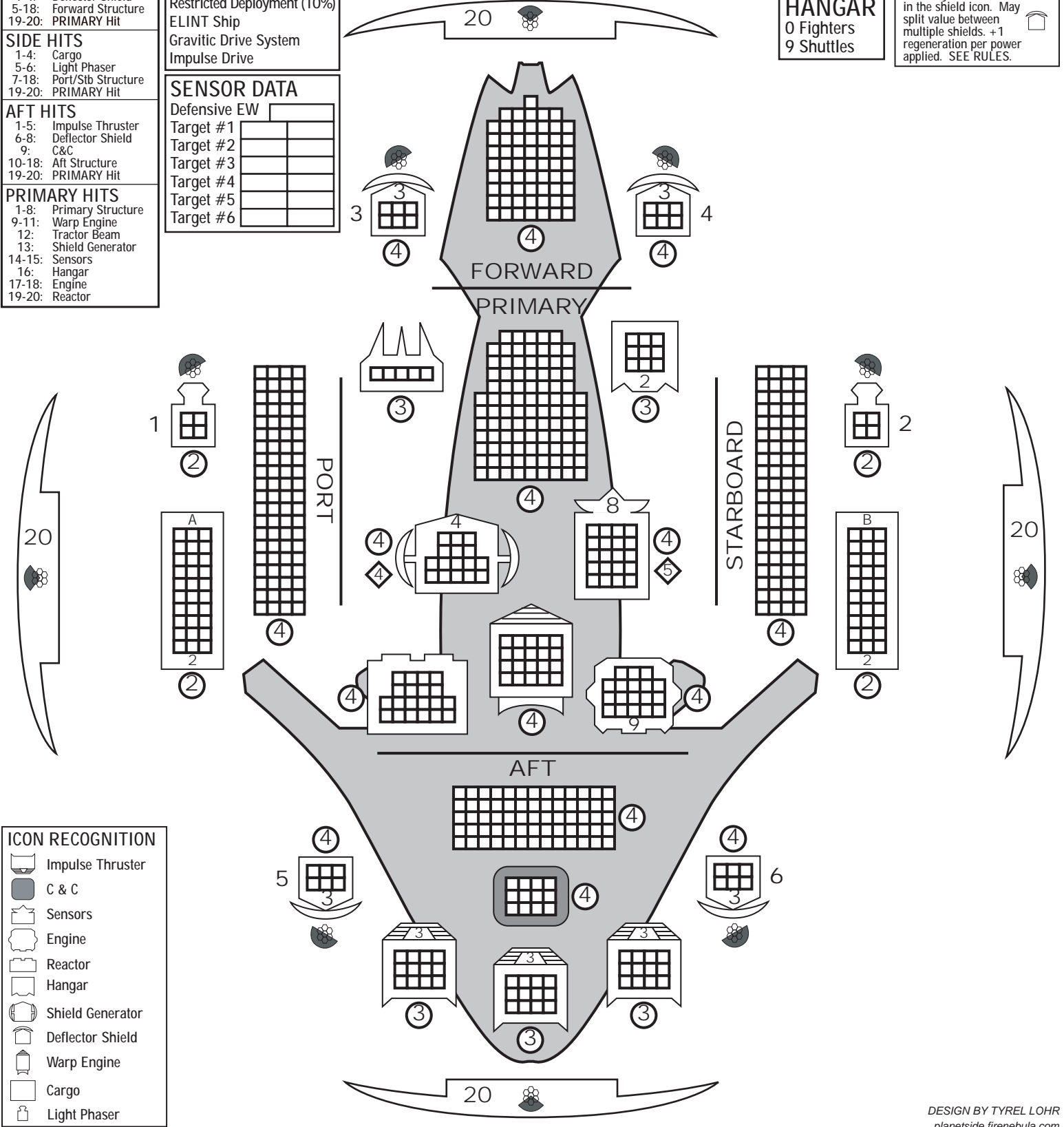
<b>FORWARD HITS</b>	1-4: Deflector Shield 5-18: Forward Structure 19-20: PRIMARY Hit
<b>SIDE HITS</b>	1-4: Cargo 5-6: Light Phaser 7-18: Port/Stb Structure 19-20: PRIMARY Hit
<b>AFT HITS</b>	1-5: Impulse Thruster 6-8: Deflector Shield 9: C&C 10-18: Aft Structure 19-20: PRIMARY Hit
<b>PRIMARY HITS</b>	1-8: Primary Structure 9-11: Warp Engine 12: Tractor Beam 13: Shield Generator 14-15: Sensors 16: Hangar 17-18: Engine 19-20: Reactor

**SPECIAL NOTES**  
 Restricted Deployment (10%)  
 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  
 9 Shuttles



**ICON RECOGNITION**

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