

Version 2: 2E/BT

Name: _____ Counter: _____

Scout Jumpship (Inner Sphere)

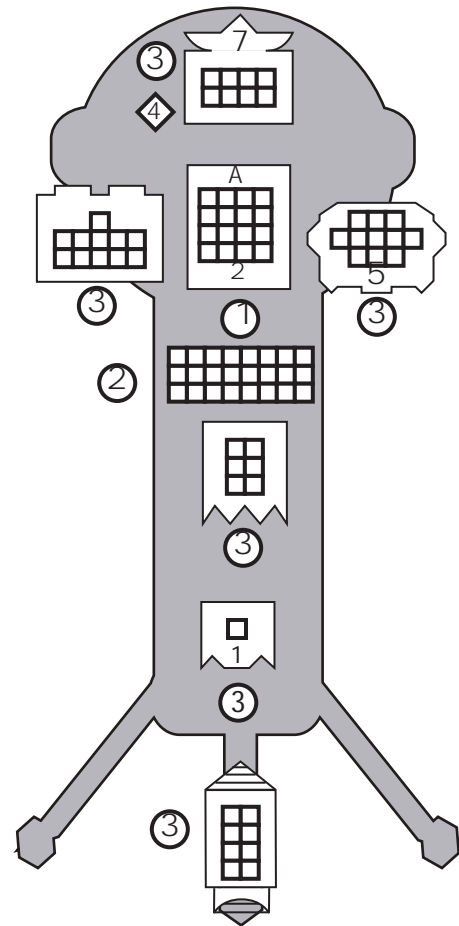
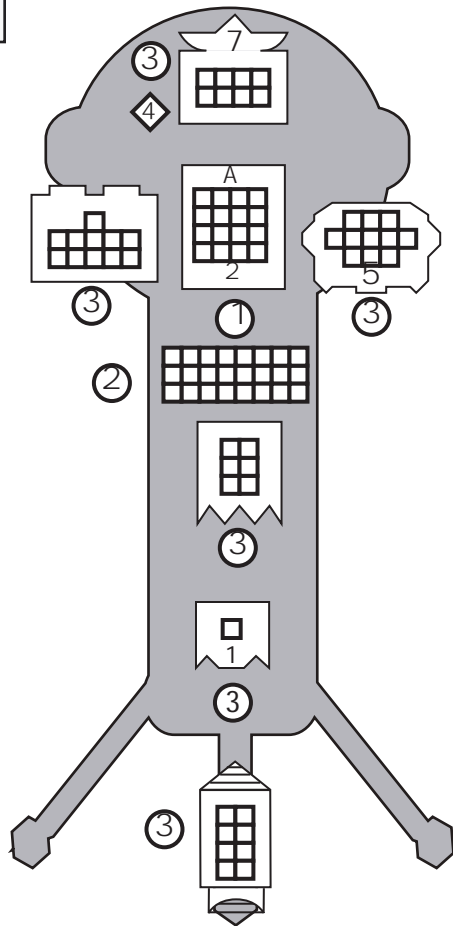
SPECS	MANEUVERING	COMBAT STATS
Class: LCV	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 9
In Service: 2581	Turn Delay: 1/3 Speed	Sth/Port Defense: 12
Point Value: 150 each	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 1/1
Ramming Factor: 40	Pivot Cost: 1 Thrust	Extra Power: 0
KF Delay: 12 turns	Roll Cost: 1 Thrust	Initiative Bonus: +13
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	

HIT LOCATION
1-8: Structure
9-12: Cargo
13: Hangar
14-15: Docking Collar
16-17: Drive
18-19: Reactor
20: Control

Docking Collar
1 Drop Ship

HANGAR
1 Small Ship
Thrust: 6 No Weapons
Armor: 0 Def: 10/10

SPECIAL NOTES
Stealth



ICON RECOGNITION

	Control
	Drive
	Reactor
	Cargo
	Hangar
	KF Drive
	Docking Collar

SENSOR DATA

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

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Defensive EW	
Target #1	
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