

# Brixadi Jump Scout

## SPECS

Class: Capital Ship  
In Service: 1927  
Point Value: 400  
Ramming Factor: 170  
Jump Delay: 40 turns

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 2 + 2 Thrust  
Roll Cost: 2 + 2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 15  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +0

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

## FORWARD HITS

1-6: Retro Thrust  
7-10: Cargo  
11-12: Particle Shot  
13-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-8: Port/Stb Thrust  
9-10: Particle Shot  
11-12: Lt Particle Projector  
13-18: Port/Stb Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9-10: Jump Drive  
11-12: Main Thrust  
13-14: Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C&C

## SENSOR DATA

### Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## Special Notes

### ELINT

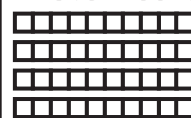
Restricted Availability (10%)

Special Hull Arrangement  
(No Aft Hits or Structure)

## MAIN HANGAR

4 Shuttles: Thrust: 6

Armor: 0 Defense: 9/11



## WEAPON DATA

### Particle Shot

Class: Particle  
Modes: Standard  
Damage: 1d10+6  
Range Penalty: -1 per hex  
Fire Control: +2/+1/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### Lt. Particle Projector

Class: Particle  
Mode: Standard  
Damage: 1d6+2  
Range Penalty: -2 per hex  
Fire Control: +2/+2/+3  
Intercept Rating: -2  
Rate of Fire: 1 per turn

### Particle Projector

Class: Particle  
Mode: Standard  
Damage: 1d10+4  
Range Penalty: -1 per hex  
Fire Control: +2/+2/+1  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

PORT

STARBOARD

FORWARD

PRIMARY

AFT

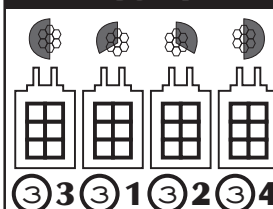
## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Particle Shot
- Light Particle Projector
- Particle Projector

## SENSOR REFIT

System 1927 2108  
Sensors 6 8

## 2108 Refit



Point Value: 430

1. Replace Particle Shots 1, 2, 3, and 4 with Particle Projectors 1, 2, 3, and 4. Armor and arcs as shown.