

Name: _____ Counter: _____



Shofixti Scout

SPECS

Class: Medium
In Service: SC1&2
Point Value: 650
Ramming Factor: 50
Jump Delay: 28 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 13
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	1	2	2	3	3	3	4	4	4
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

HANGAR

0 Fighters
1 Shuttles: Thrust: 4
Armor: 1 Defense: 8/8
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WEAPON DATA

Energy Dart

Class: Particle
Modes: Pulse
Damage: 10 3 times
Number of Pulses: Always 3
Pulse Grouping: n/a
Range Penalty: -1 per 2 hexes
Fire Control: +5/+3/-4
Intercept Rating: -3
Rate of Fire: 1 per 2 turns

Glory Device

Class: Proximity
Modes: Flash
Damage:
Same Hex: 120
One Hex Away: 60
Two Hexes Away: 30
Three Hexes Away: 10
Notes: Destroys Scout when activated. Glory Device must be armed up to ready status before it can be detonated. Once armed, intention to explode is recorded but not announced during the Power Segment. Glory Device detonates after the Fighters attack Ships segment, if the Scout is still alive. Damage to ships in the same hex is divided by the number of facings and applied to all sides of the ship. If the Glory Device is damaged during the turn in which it will detonate, the device detonates prematurely causing only 30 flash damage to units in the same hex, and 15 to units one hex away. The Scout is still destroyed. If the device is damaged prior to the detonation turn, there is a percentage chance based upon damage taken that the device will fail to detonate. If it fails, all arming status is lost. The player must re-arm the device and may try again to detonate it on subsequent turns.

FORWARD HITS

1-5: Retro Thrust
6-8: Energy Dart
9-10: Glory Device
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Glory Device
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-6: Port/Stb Thrust
7-10: Glory Device
11-12: Jump Drive
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Agile Ship
Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

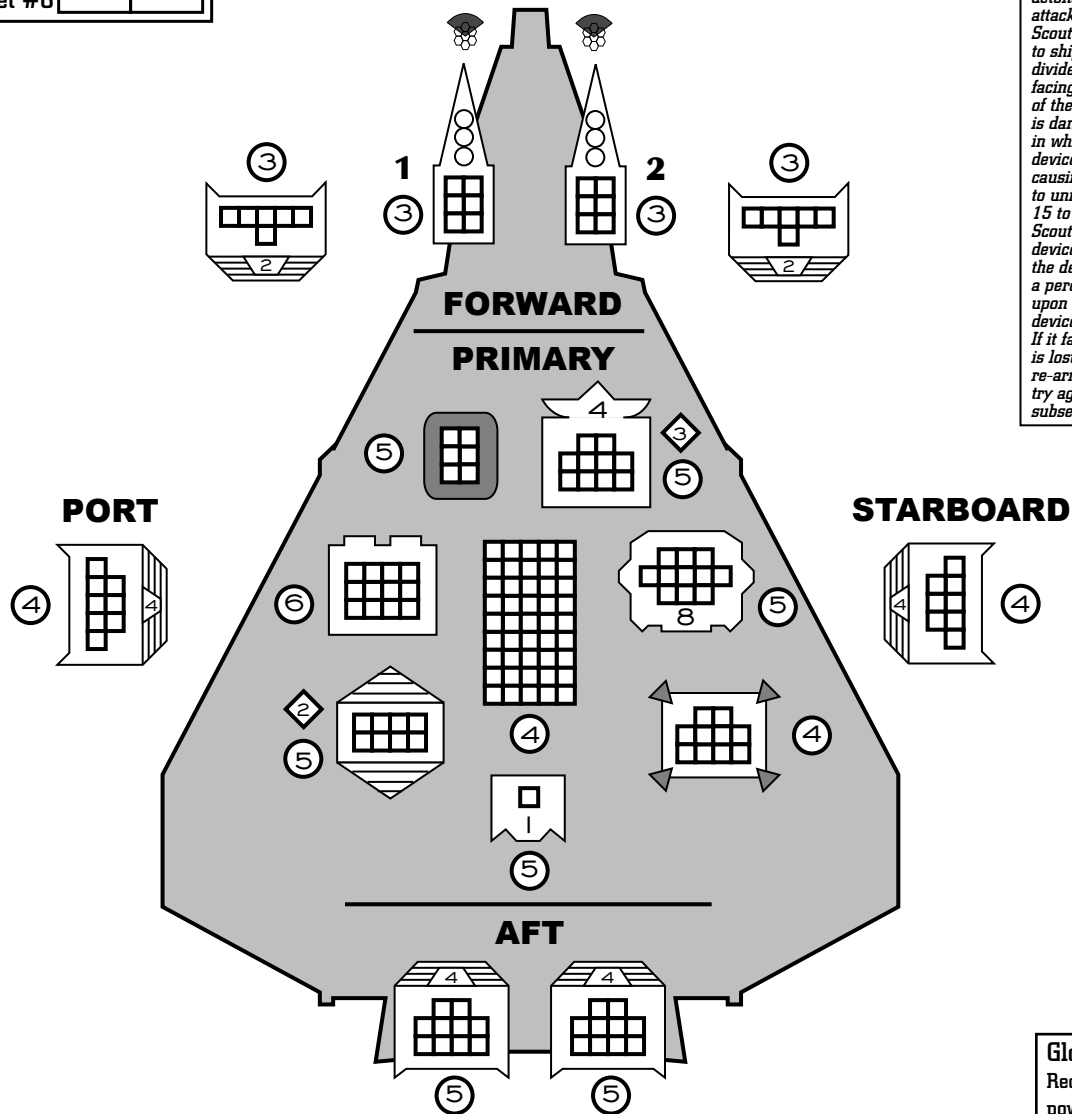
Target #2

Target #3

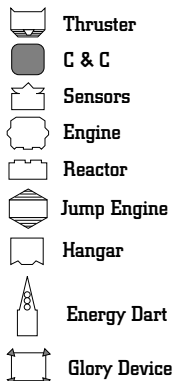
Target #4

Target #5

Target #6



ICON RECOGNITION



Glory Device

Requires one turn and three power to arm per level.

Warmed Up

Armed

Detonate