



Tholian Reflection Heavy Scout

SPECS

Class: Hvy Combat Vsl
In Service: 2260
Point Value: 600
Ramming Factor: 120
Warp Delay: 9 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 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: 4/1
Extra Power: +2
Initiative Bonus: +6

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	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Phase Concentrator
Class: Molecular
Mode: Raking
Damage: 3d10+5
Range Penalty: -1 per 2 hexes
Fire Control: +4/+2/+2
Intercept Rating: -1
Rate of Fire: 1 per 2 turns
Special: Can combine multiple concentrators from the same firing ship into a single attack, scoring +2d10 damage per additional concentrator (max 4).

Point Defense Phaser
Class: Molecular
Mode: Standard
Damage: 1d10
Range Penalty: -2 per hex
Fire Control: +2/+2/+2
Intercept Rating: -3
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.

SIDE HITS

1-3: Impulse Thruster
4-5: Deflector Shield
6-7: Phase Concentrator
8-9: Point Defense Phaser
10-12: Warp Engine
13-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10: Tractor Beam
11-12: Shield Generator
13-14: Sensors
15-16: Hangar
17-18: Engine
19: Reactor
20: C&C

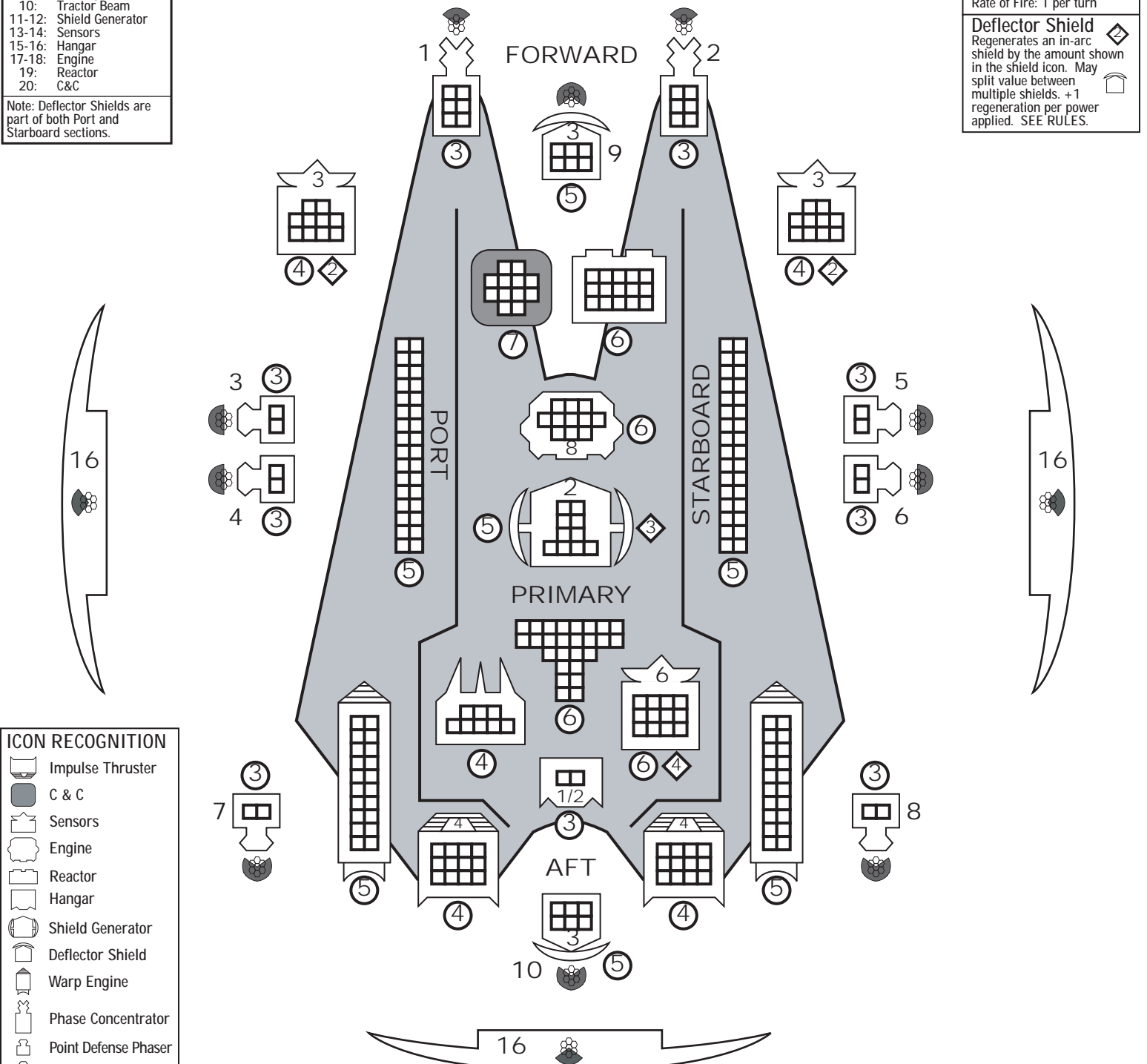
Note: Deflector Shields are part of both Port and Starboard sections.

SPECIAL NOTES

Limited Availability (33%)
ELINT Ship
Gravitic Drive System
Impulse Drive
Special Hull Configuration (No Forward/Aft Hits)

HANGAR

0 Fighters
2 Shuttles



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Phase Concentrator
- Point Defense Phaser
- Medium Phaser