



Version 1: 2E/ST

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



## Vidiiian Scout

### SPECS

Class: Medium Ship  
In Service: 2340  
Point Value: 480  
Ramming Factor: 100  
Warp Delay: 8 Turns

### MANEUVERING

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

### COMBAT STATS

Fwd/Aft Defense: 11  
Stb/Port Defense: 13  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +12

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

### WEAPON DATA

**Medium Phaser Bank**  
Class: Molecular  
Mode: R, S  
Damage: 3d10+5  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+3/+2  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns  
Special: Can fire for an accelerated ROF for less damage, as shown below:  
1 per turn: 1d10+4

**EM Blast Beam**  
Class: Electromagnetic  
Mode: Standard  
Damage: 1d10+3 + special  
Range Penalty: -1 per hex  
Fire Control: +3/+2/+4  
Intercept Rating: -1  
Rate of Fire: 1 per turn  
Special: -1 power if structure hit; deactivates power using systems; +4 criticals to non-powered systems; forces auto-dropout on fighters. See rules.

**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

### FORWARD HITS

1-2: Deflector Shield  
3-5: EM Blast Beam  
6-8: Medium Phaser  
9-10: Hangar  
11: C&C  
12-17: Structure  
18-20: PRIMARY Hit

### AFT HITS

1-4: Impulse Thruster  
5-6: Deflector Shield  
7-8: Warp Engine  
9-11: Medium Phaser  
12-17: Structure  
18-20: PRIMARY Hit

### PRIMARY HITS

1-5: Shield Generator  
6-9: Light Phasers  
10-13: Sensors  
14-17: Engine  
18-20: Reactor

### SPECIAL NOTES

ELINT ship  
Gravitic Drive System  
Impulse Drive

### SENSOR DATA

Defensive EW

Target # 1

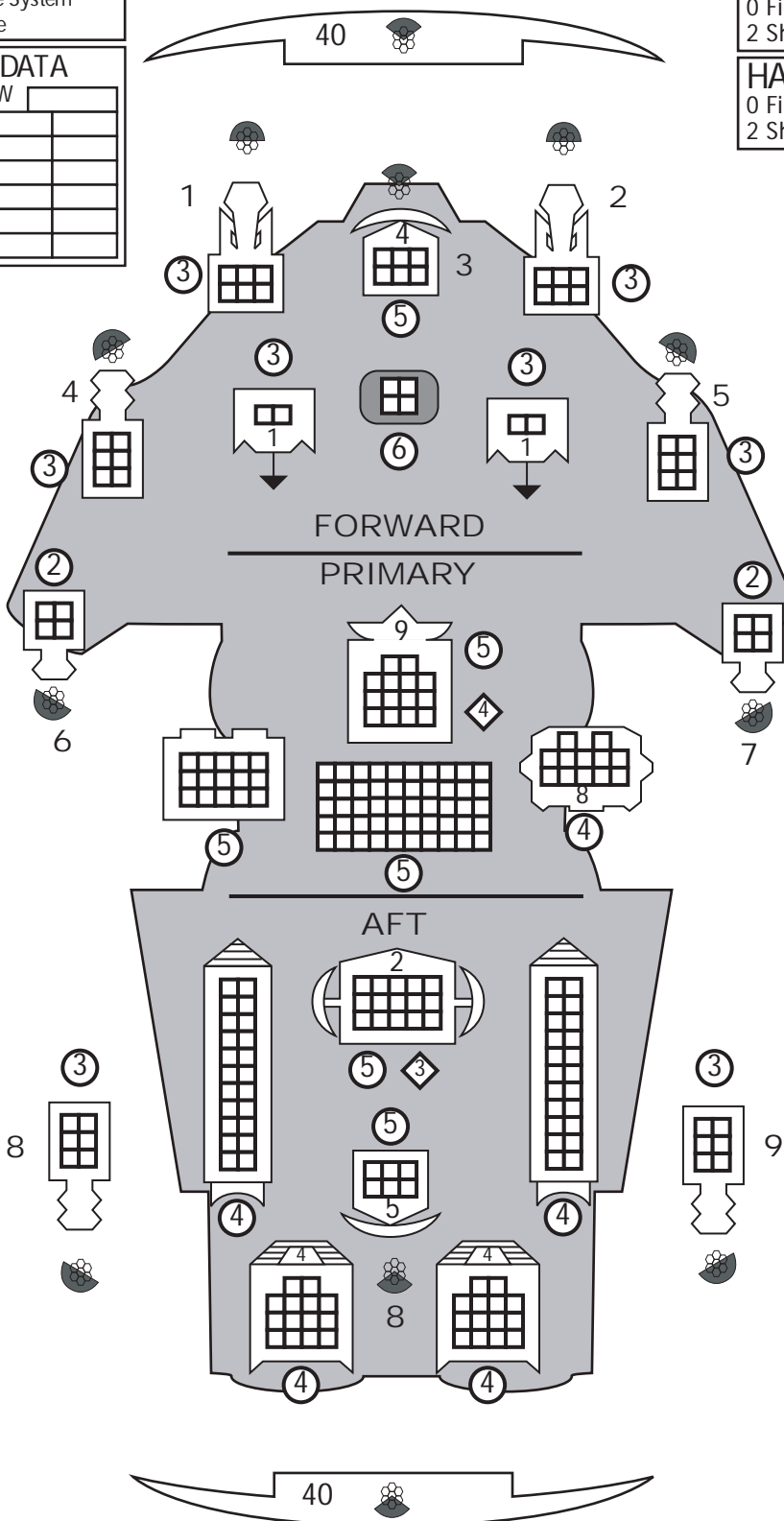
Target # 2

Target # 3

Target # 4

Target # 5

Target # 6



### HANGAR

0 Fighters  
2 Shuttles

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0 Fighters  
2 Shuttles

### ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- EM Blast Beam
- Medium Phaser
- Light Phaser

**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.