

# STAR FLEET BATTLE FORCE

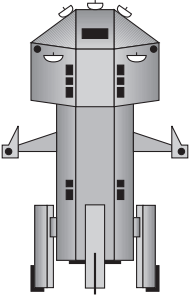
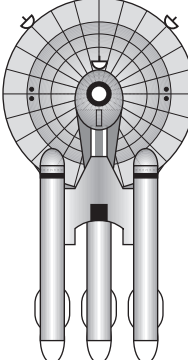
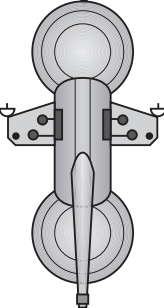
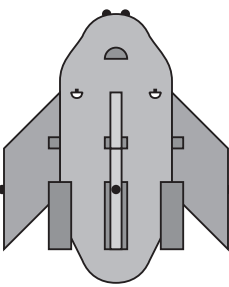
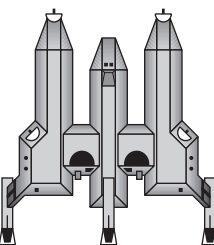
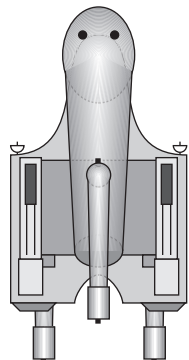
## THE SCOUTS

One of the upcoming expansions of SFBF will include scout ships, probably one or two each for all of the races. We will probably concentrate on DW scouts and CW scouts, but may throw in a few oddballs just to keep things dynamic. The illustrations below show some of the playtest cards.

Scouts work like any other ship, except that they can use

their EW without having to have a card. Each scout has two or three EW diamonds, and each one of those diamonds can be used as two jamming or counter-jamming points. Each scout can use one diamond in any given attack (offensively or defensively). When you use a diamond, place a damage marker on it, but at the end of your turn, all of those markers are removed for free (in addition to any regular repairs). In this case, those damage markers are really functioning as "things used" markers. The ship can of course fire offensively or defensively (if you have the cards for the regular weapons). A ship can only use its EW diamonds for counter-jamming (to support an attack by the scout itself or by any other ship in your force) if it is in the forward rank and if the enemy is using jamming. The EW diamonds, like Cloak and Web diamonds, cannot be taken as damage points.

Victory points for killing a scout reflect a bonus of two points.

<p><b>KZINTI NEW SCOUT CRUISER SHADOW STRIKER</b></p>  <p>PH-1 PH-3 DRN DRN PH-3</p> <p>9</p> <p>EW EW EW</p>	<p><b>FEDERATION SCOUT CALYPSO</b></p>  <p>PH-3 PH-1 DRN PH-1 EW</p> <p>9</p> <p>EW EW</p>	<p><b>GORN BATTLE SCOUT VANGUARD</b></p>  <p>PH-1 PH-1 PH-3 EW</p> <p>8</p> <p>EW EW</p>
<p><b>HYDRAN WAR FLEET SCOUT RELIABLE</b></p>  <p>PH-2 PH-G EW EW EW</p> <p>9</p> <p>EW EW EW</p>	<p><b>LYRAN WAR DESTROYER SCOUT RED CLAW VISION</b></p>  <p>PH-3 PH-1 PH-3 ESG EW EW</p> <p>8</p> <p>EW EW</p>	<p><b>ROMULAN SCOUT CRUISER OWL</b></p>  <p>PH-3 PH-3 PL-F PH-1 PL-S CLOAK EW EW EW</p> <p>10</p> <p>EW EW EW</p>