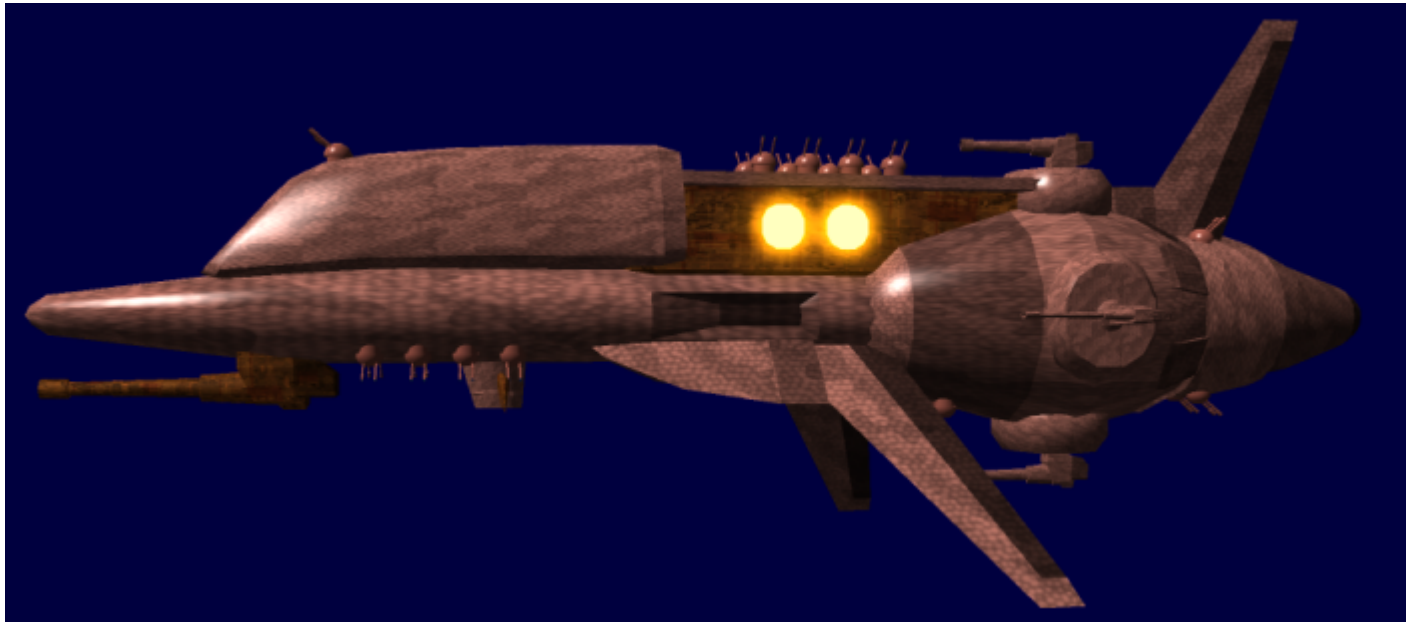


NMX Scout

The NMX Scout is a small, heavily armed [NMX](#) warship that first appeared in [YE 31](#).



The NMX Scout carries special, enhanced sensors. It can be used for solo reconnaissance or as part of a battlegroup, and is also often used as a high-speed personnel transport for ranking officers, due to its commonness and high speed.

Speeds

- FTL: 18,750c (Distortion) or 0.75 ly/m (Fold)
- STL: .375c

Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

- Hull: 15
- Shields: 20 (Threshold 2)



Weapons

- 1 Main Cannon Turret (Tier 12, Heavy Anti-Starship)
- 4 Anti-Starship Turrets (Tier 11, Medium Anti-Starship)
- 24 Anti-Armor/Fighter Turrets (Tier 8 or Tier 9, Medium Anti-Mecha or Heavy Anti-Mecha (



: Staff needs to determine which)/Tier 9, Heavy Anti-Mecha)

- Relatively Large [Battlepod](#) Launch Bay



Notes

- The scout's computer room is located beneath the main launch bay and is not armored (other than the ship's exterior armor).
- The scout is equipped with a self-destruct system.

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Last update: **2023/12/21 04:23**

