



TC Confederation Dreadnaught



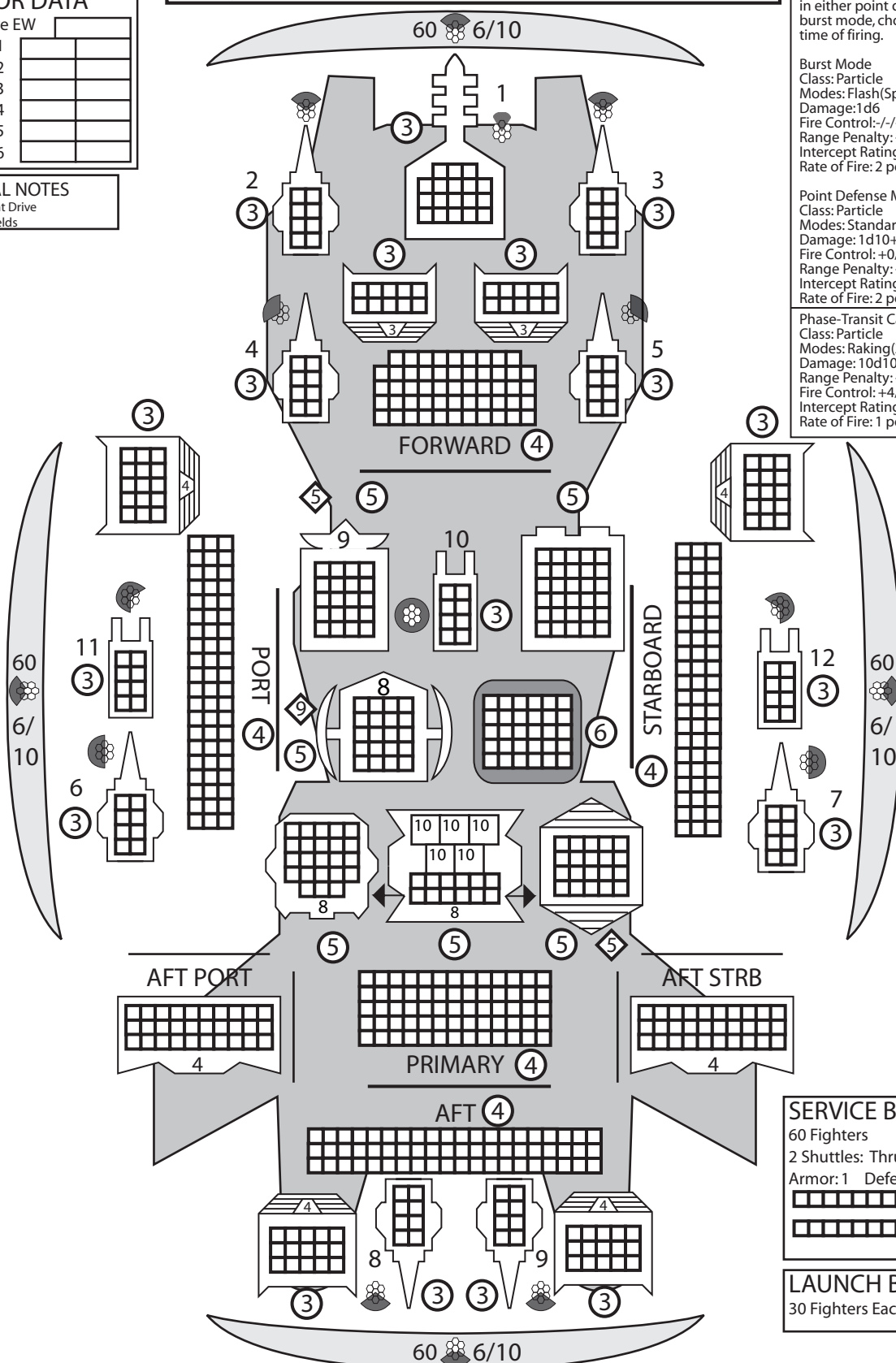
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 5/4 x Speed	Fwd/Aft Defense: 15
In Service: 2657	Turn Delay: 5/4 x Speed	Stb/Port Defense: 19
Point Value: 2500	Accel/Decel Cost: 5 Thrust	Engine Efficiency: 3/1
Ramming Factor: 275	Pivot Cost: 3+3 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 3+3 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA
Anti-Matter Gun Class: Anti-Matter Modes: Standard Damage: 1d10+21 Range Penalty: -1 per 2 Fire Control: +4/+2/-1 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
Flak Cannon This weapon may fire in either point defense or burst mode, chosen at the time of firing.
Burst Mode Class: Particle Modes: Flash(Special) Damage: 1d6 Fire Control: -/+2 Range Penalty: -1 per hex Intercept Rating: -1 Rate of Fire: 2 per turn
Point Defense Mode Class: Particle Modes: Standard Damage: 1d10+4 Fire Control: +0/+1/+6 Range Penalty: -2 per hex Intercept Rating: -2 Rate of Fire: 2 per turn
Phase-Transit Cannon Class: Particle Modes: Raking(20) Damage: 10d10+100 Range Penalty: -1 per 2 Fire Control: +4/+1/-8 Intercept Rating: n/a Rate of Fire: 1 per 6 turns

FORWARD HITS
1-4: Retro Thrust
5-6: Phase-Transit C.
7-10: Anti-Matter Gun
10-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-6: Anti-Matter Gun
7-8: Flak Cannon
9-11: Launch Bay
12-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-7: Main Thrust
8-9: Anti-Matter Gun
10: Launch Bay
11-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-8: Primary Struct
9: Flak Cannon
10-11: Jump Drive
12-13: Sensors
14-15: Engine
16-18: Service Bay
19: Reactor
20: C & C

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6
SPECIAL NOTES
Jump Point Drive
Phase Shields

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Drive
Reactor
Launch Bay
Service Bay
Shield Generator
Anti-Matter Gun
Flak Cannon
Phase-Transit C.



SERVICE BAY
60 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10
10
10
LAUNCH BAYS
30 Fighters Each