



Version 3: 2E/ST

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



# Federation Excelsior Dreadnought

## SPECS

Class: Capital Ship  
In Service: 2372  
Point Value: 1625  
Ramming Factor: 210  
Warp Delay: 3 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 5 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 17  
Engine Efficiency: 5/1  
Extra Power: 0  
Initiative Bonus: +2

## WEAPON DATA

**Heavy Phaser**  
Class: Molecular  
Modes: R, S  
Damage: 4d10+10  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+4/+1  
Intercept Rating: -2  
Rate of Fire: 1 per 3 turns  
Special: Can fire for an accelerated ROF for less damage, as shown below:  
1 per 2 turns: 3d10+5  
1 per turn: 1d10+4

**Medium Phaser**  
Class: Molecular  
Modes: 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

**Adv. Photon Torpedo**  
Class: Ballistic + Antimatter  
Mode: Standard  
Damage: X+10  
Max X: 20  
Range Penalty: -1 per 5 hexes  
Max Range: 50 hexes  
Fire Control: +4/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns  
Special: Can hold up to three shots and fire them all at once or separately. See rules.

## FORWARD HITS

1-3: Deflector Shield  
4-5: Adv. Photon Torp  
6-7: Photon Torpedo  
8-11: Heavy Phaser  
12-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-3: Deflector Shield  
4-6: Medium Phaser  
7-9: Warp Engine  
10-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-3: Main Thrust  
4-5: Deflector Shield  
6-7: Adv. Photon Torp  
8-9: Medium Phaser  
10: Aft Hangar  
11-14: Warp Engine  
15-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9-10: Shield Generator  
11: Tractor Beam  
12-13: Sensors  
14-15: Hangar  
16-17: Engine  
18-19: Reactor  
20: C&C

Note: Warp engines are part of both aft and appropriate side structure.

## SPECIAL NOTES

Limited Availability (10%)  
Gravitic Drive System  
Impulse Drive

## SENSOR DATA

### Defensive EW

Target #1

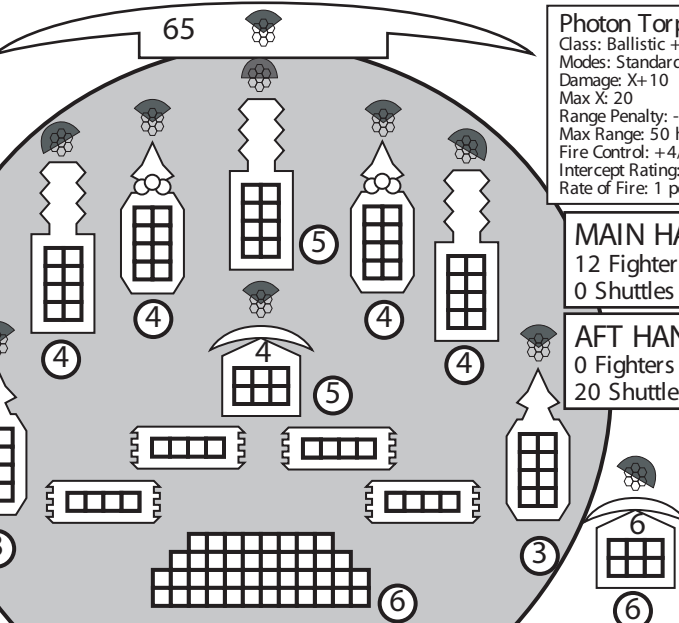
Target #2

Target #3

Target #4

Target #5

Target #6



## Photon Torpedo

Class: Ballistic + Antimatter  
Modes: Standard  
Damage: X+10  
Max X: 20  
Range Penalty: -1 per 5 hexes  
Max Range: 50 hexes  
Fire Control: +4/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## MAIN HANGAR

12 Fighters

0 Shuttles

## AFT HANGAR

0 Fighters

20 Shuttles

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Heavy Phaser
- Medium Phaser
- Heavy Advanced Quantum Torpedo
- Adv. Photon Torpedo
- Photon Torpedo
- Ablative Armor

## 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.

DESIGN BY MIKE MARSHALL