

Version 1: 2E/SFB

Name: _____

Counter: _____



Federation CA Heavy Cruiser

SPECS

Class: Capital Ship
In Service: 2255
Point Value: 650
Ramming Factor: 200
Warp Delay: 7 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14 (11)
Stb/Port Defense: 16 (13)
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +0

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

Heavy Phaser Bank
Class: Particle
Mode: Standard
Damage: 2d10+6
Range Penalty: -1 per hex
Fire Control: +4/+3/+2
Intercept Rating: -2
Rate of Fire: 2 per turn

Photon Torpedo

Class: Particle
Mode: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

EM Shield

Subtract Shield Factor from incoming chance to hit and damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.

Transporter

Allows Transport of Marines personnel, and mines. Max Range: 5 hexes. Cannot operate through any type of shields. Troops must use normal boarding rules once beamed.

FORWARD HITS

- 1-2: Retro Thruster
- 3-6: EM Shield
- 7-10: Photon Torpedo
- 11-12: Heavy Phaser
- 13-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-4: Main Thrust
- 5-6: EM Shield
- 7-8: Heavy Phaser
- 9-12: Port/Stbd Thrust
- 13-18: Port/Stbd Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Gravitic Drive System
Special Hull Structure
(No aft hits or structure)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

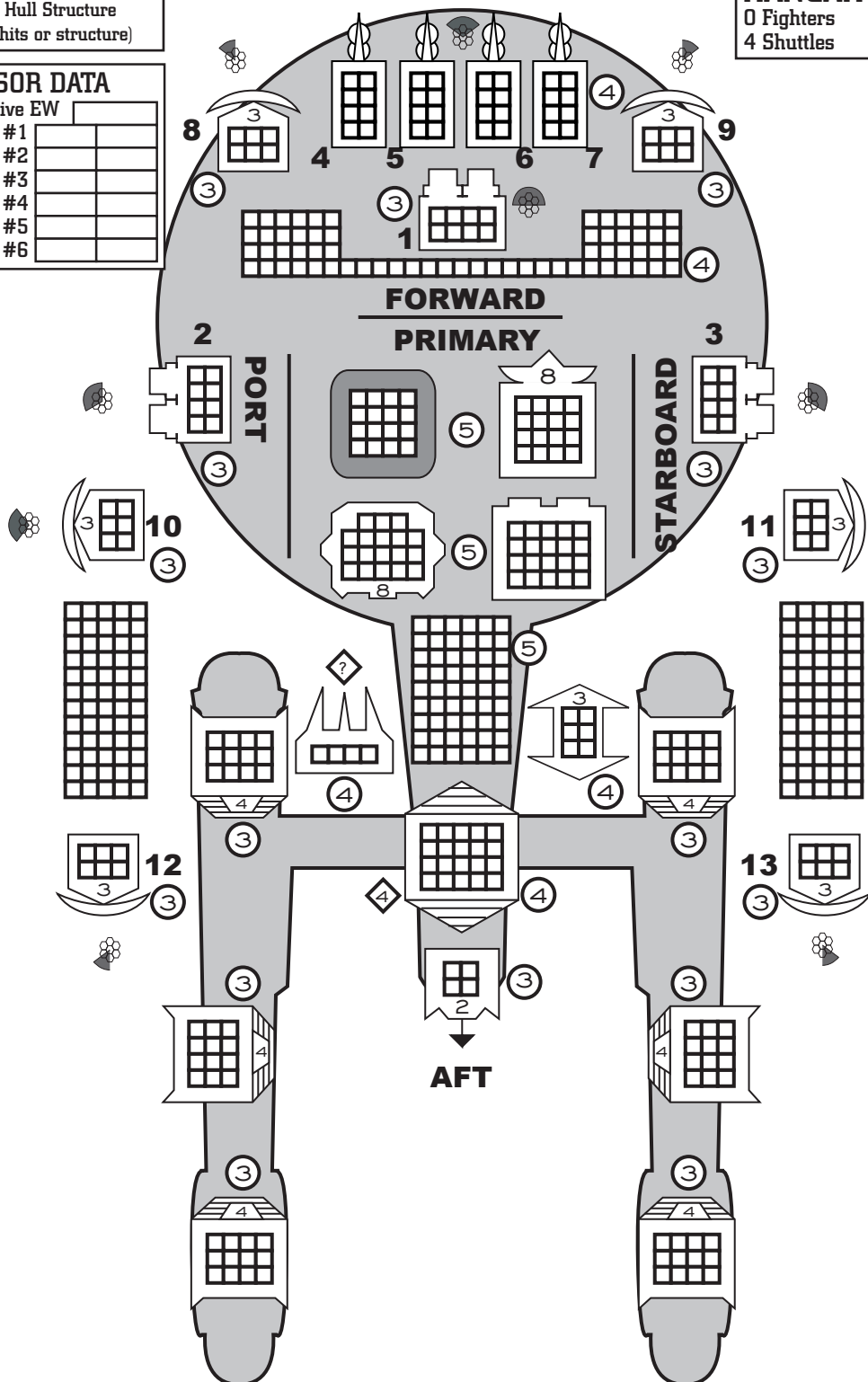
Target #5

Target #6

HANGAR

0 Fighters

4 Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Transporter
- EM Shield
- Warp Drive
- Heavy Phaser
- Photon Torpedo
- Tractor Beam