Name: _____ Counter: _____

Federation Warship Voyager

STAR TREK WARS

SPECS
Class: Hvy Combat Vsl
In Service: 2373
Point Value: 1550
Ramming Factor: 160
Warp Delay: 5 Turns

MANEUVERING
Turn Cost: 2/3 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: 13
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +7

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	7	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Heavy Phaser Bank
Class: Molecular
Mode: 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 Bank
Class: Molecular
Mode: 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

HANGAR
0 Fighters
6 Shuttles

FORWARD HITS
1-3: Deflector Shield
4-5: Photon Torpedo
6-8: Heavy Phaser
9-10: Medium Phaser
11-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS
1-3: Impulse Thruster
4: Deflector Shield
5-6: Photon Torpedo
7-8: Medium Phaser
9-11: Warp Engine
12-18: Aft Structure
19-20: PRIMARY Hit

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

SPECIAL NOTES
Unique Ship
Gravitic Drive System
Impulse Drive
Borg Marines
8 Marine Contigents
Combat Transporters (+1)
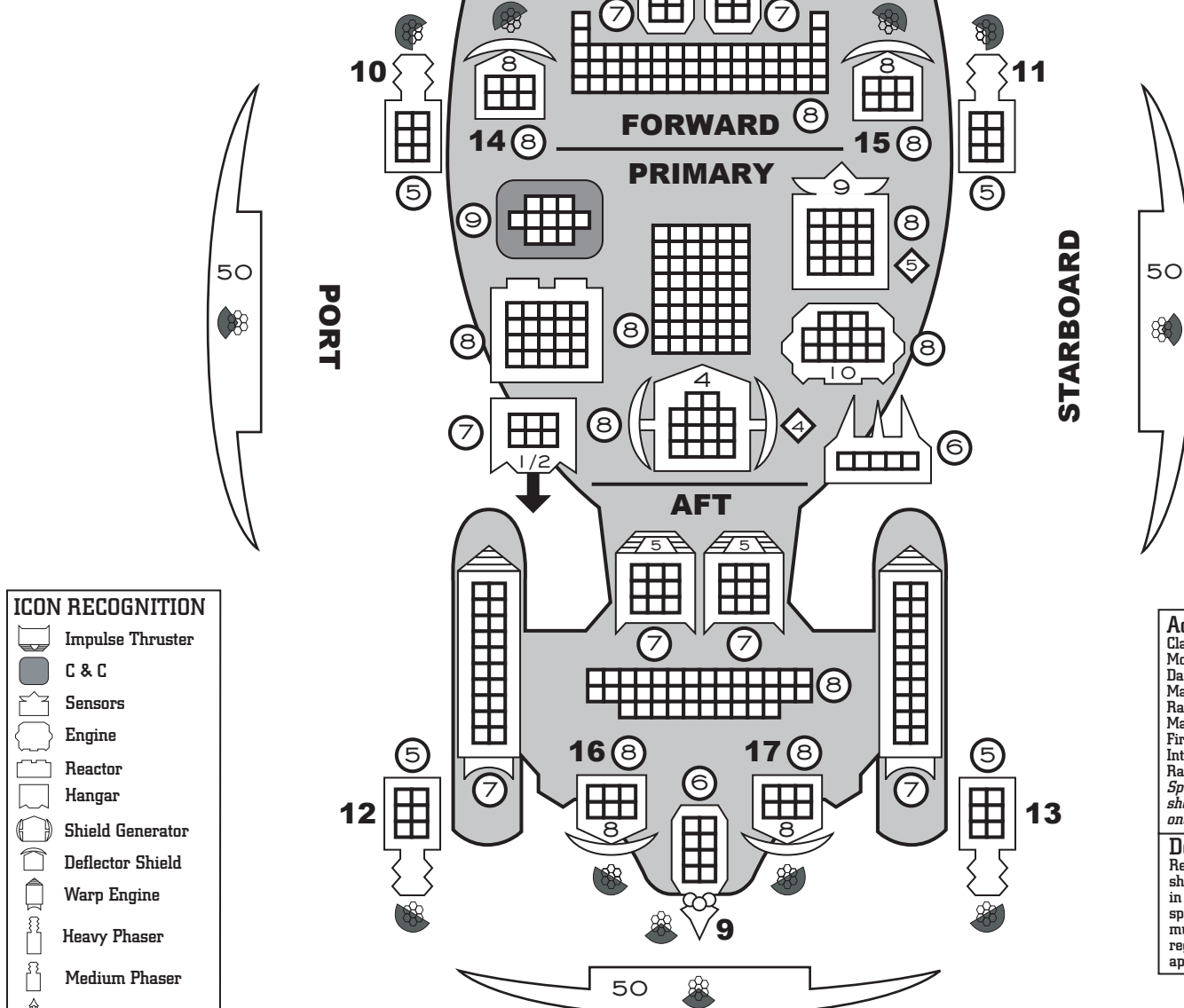Enhanced Transporters

SENSOR DATA
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

FORWARD
PRIMARY
PORT
STARBOARD
AFT

Adv. Photon Torpedo
Class: Ballistic + Antimatter
Mode: Standard
Damage: X+10
Max X: 20
Range Penalty: None
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.

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.

ICON RECOGNITION
Impulse Thruster
C & C
Sensors
Engine
Reactor
Hangar
Shield Generator
Deflector Shield
Warp Engine
Heavy Phaser
Medium Phaser
Adv. Photon Torpedo

DESIGN BY ADAM KEANE
Based on "Federation Intrepid Long Range Cruiser" SCS by TYREL LOHR
(adam.keane@gmail.com)