

Federation Prometheus Attack Frigate (Top Section)

SPECS

Class: Medium Ship
In Service: 2374
Point Value: N/A
Ramming Factor: 60
Warp Delay: 5 Turns

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 2 Thrust
Roll Cost: 2 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 12
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
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 accelerator 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 accelerator ROF for less damage, as shown below:
1 per turn: 1d10+4

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.

FORWARD HITS

1-3: Deflector Shield
4-7: Adv Photon Torpedo
8-9: Heavy Phaser
10-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-4: Impulse Thruster
5-7: Deflector Shield
8-9: Heavy Phaser
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Warp Engine
9: Tractor Beam
10-12: Shield Generator
13-15: Sensors
16-17: Engine
18-19: Reactor
20: C&C

SPECIAL NOTES

Restricted Deployment (10%)
Multi-Vector Assault Capable
Gravitic Drive System
Impulse Drive

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

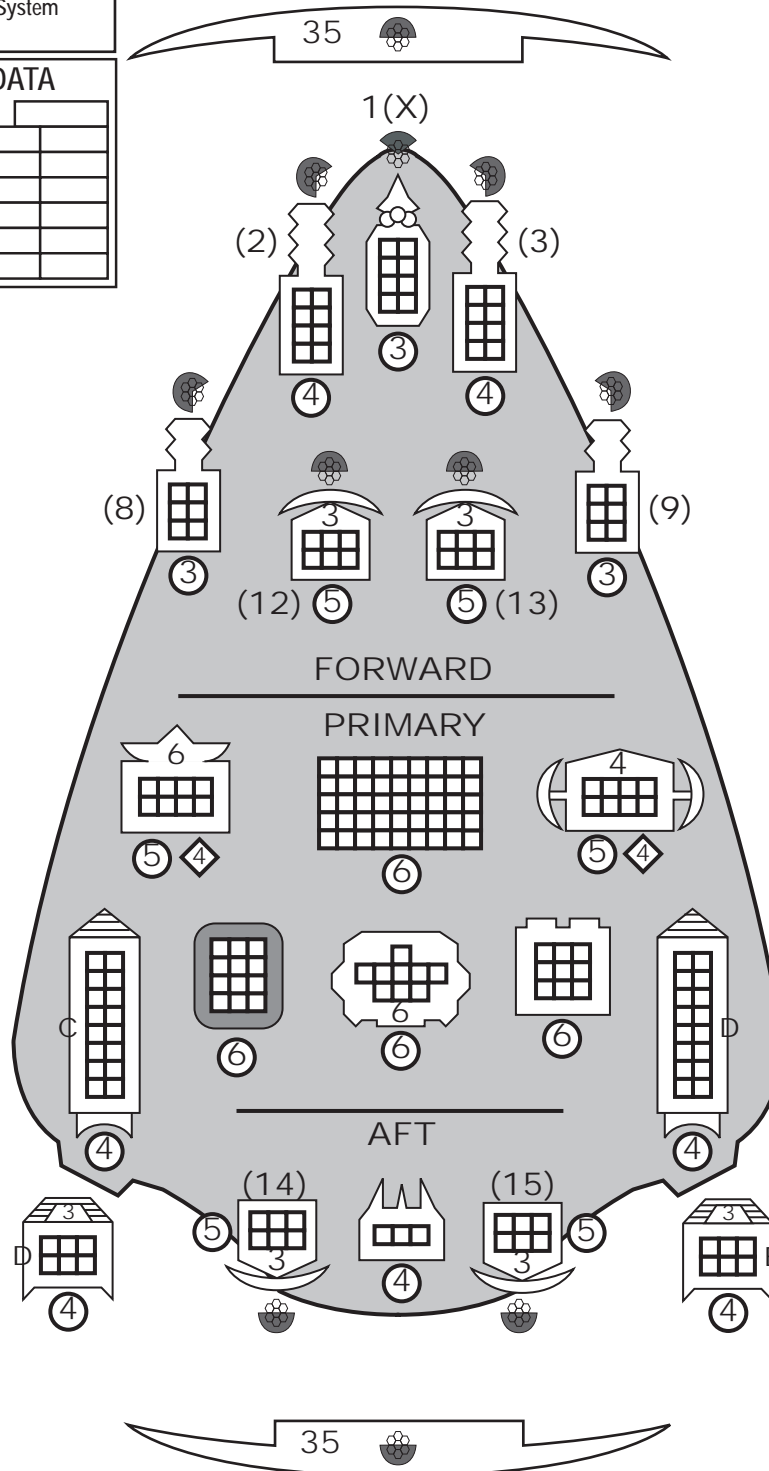
Target #4

Target #5

Target #6

PORT

STARBOARD



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Heavy Phaser
- Medium Phaser