



Version 2: 2E/ST

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



# Federation Achilles Siege Cruiser

## SPECS

Class: Capital Ship  
In Service: 2376  
Point Value: 1600  
Ramming Factor: 200  
Warp Delay: 3 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 15  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +1

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

## WEAPON DATA

### Pulse Phaser Cannon

Class: Molecular  
Mode: Pulse  
Damage: 12 1d3 times  
Max Pulses: 4  
Pulse Grouping: +1 per 4  
Range Penalty: -1 per hex  
Fire Control: +4/+4/+2  
Intercept Rating: -3  
Rate of Fire: 1 per 2 turns

### 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

### Mini-Quantum Torpedo Phalanx

Class: Ballistic + Antimatter  
Modes: Pulse  
Damage: 15 1d3+2 times  
Max Pulses: 6  
Pulse Grouping: +1 per 5  
Range Penalty: -1 per 5 hexes  
Max Range: 50 hexes  
Fire Control: +3/+3/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## FORWARD HITS

1-3: Deflector Shield  
4-6: Quantum Phalanx  
7-8: Photon Torpedo  
9-12: Pulse Phaser  
13-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-2: Deflector Shield  
3-5: Medium Phaser  
6-8: Quantum Phalanx  
9-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-3: Main Thrust  
4-5: Deflector Shield  
6-7: Photon Torpedo  
8: Medium Phaser  
9-12: Warp Engine  
13-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

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

## SPECIAL NOTES

Limited Availability (33%)  
Gravitic Drive System  
Impulse Drive

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

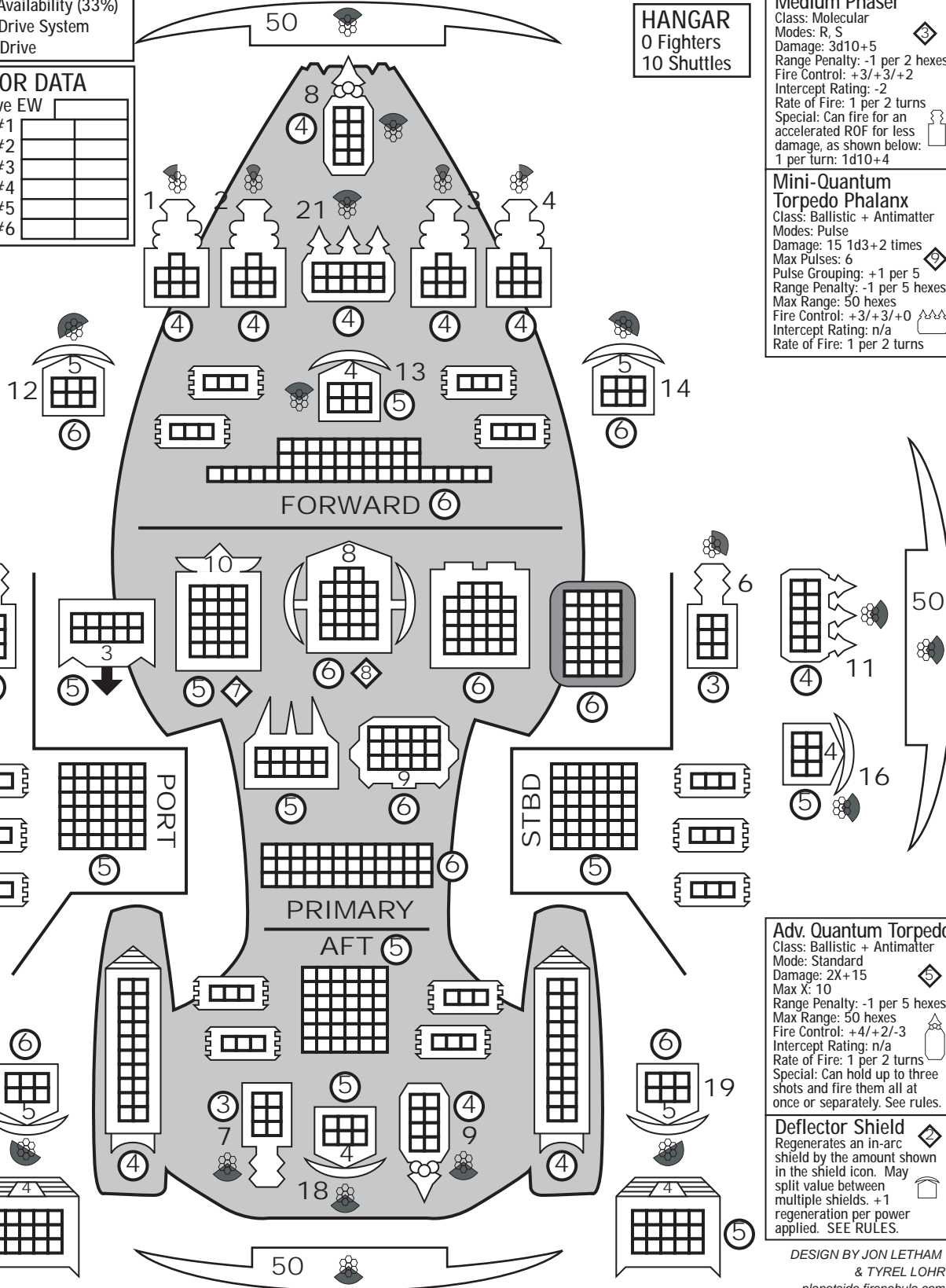
Target #5

Target #6

## HANGAR

0 Fighters

10 Shuttles



## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Pulse Phaser
- Medium Phaser
- Mini-Quantum Torpedo Phalanx
- Adv. Photon Torpedo
- Ablative Armor

## Adv. Quantum Torpedo

Class: Ballistic + Antimatter  
Mode: Standard  
Damage: 2X+15  
Max X: 10  
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.

## 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.

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