

# Federation Prometheus Attack Frigate (Bottom Section)

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 12
In Service: 2374	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: N/A	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 2/1
Ramming Factor: 60	Pivot Cost: 2 Thrust	Extra Power: 0
Warp Delay: 5 Turns	Roll Cost: 2 Thrust	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	

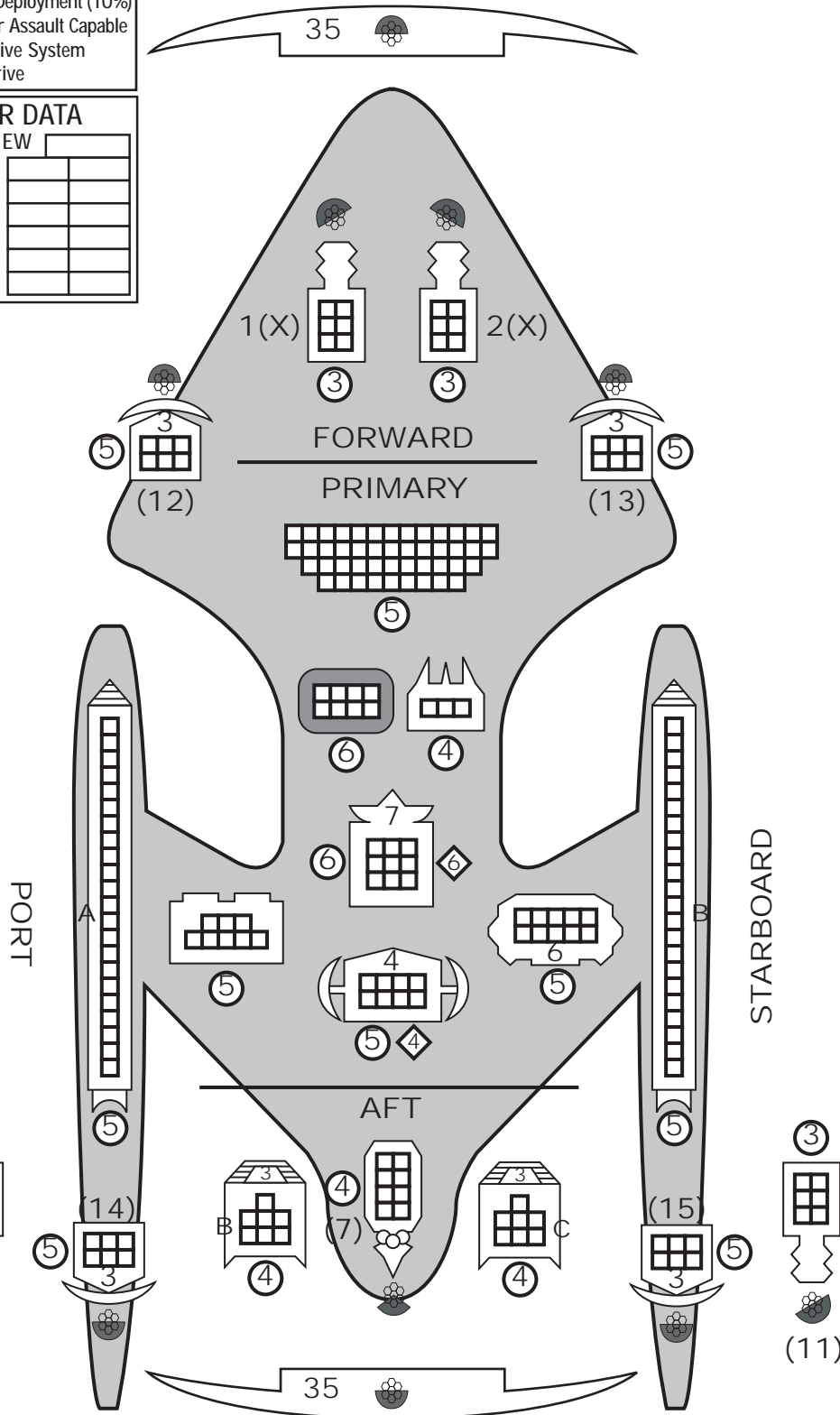
WEAPON DATA
<b>Medium Phaser Bank</b>
Class: Molecular
Mode: R, S
Damage: 3d10+5
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+2
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Special: Can fire for an accelerator ROF for less damage, as shown below: 1 per turn: 1d10+4

<b>Adv. Photon Torpedo</b>
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.

<b>Deflector Shield</b>
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.

<b>FORWARD HITS</b>
1-3: Deflector Shield
4-7: Medium Phaser
8-17: Structure
18-20: PRIMARY Hit
<b>AFT HITS</b>
1-3: Impulse Thruster
4-6: Deflector Shield
7-8: Adv. Photon Torpedo
9-10: Medium Phaser
11-17: Structure
18-20: PRIMARY Hit
<b>PRIMARY HITS</b>
1-8: Warp Engine
9: Tractor Beam
10-12: Shield Generator
13-15: Sensors
16-17: Engine
18-19: Reactor
20: C&C

<b>SPECIAL NOTES</b>
Restricted Deployment (10%)
Multi-Vector Assault Capable
Gravitic Drive System
Impulse Drive
<b>SENSOR DATA</b>
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6



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