

# Federation Sovereign Dreadnought

## SPECS

Class: Capital Ship  
In Service: 2372  
Point Value: 2200  
Ramming Factor: 280  
Warp Delay: 3 Turns

## MANEUVERING

Turn Cost: 4/3 Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 5 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 17  
Stb/Port Defense: 18  
Engine Efficiency: 5/1  
Extra Power: 0  
Initiative Bonus: +1

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

## 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

## FORWARD HITS

1-3: Deflector Shield  
4-7: Adv. Photon Torpedo  
8-11: Heavy Phaser  
12-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-2: Deflector Shield  
3-5: Medium Phaser  
6-9: Heavy Phaser  
10-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-3: Main Thrust  
4-5: Deflector Shield  
6-7: Adv. Photon Torpedo  
8-9: Heavy Phaser  
10-13: Warp Engine  
14-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

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

## SPECIAL NOTES

Restricted Availability (10%)  
+1 initiative to fleet  
Gravitic Drive System  
Impulse Drive

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

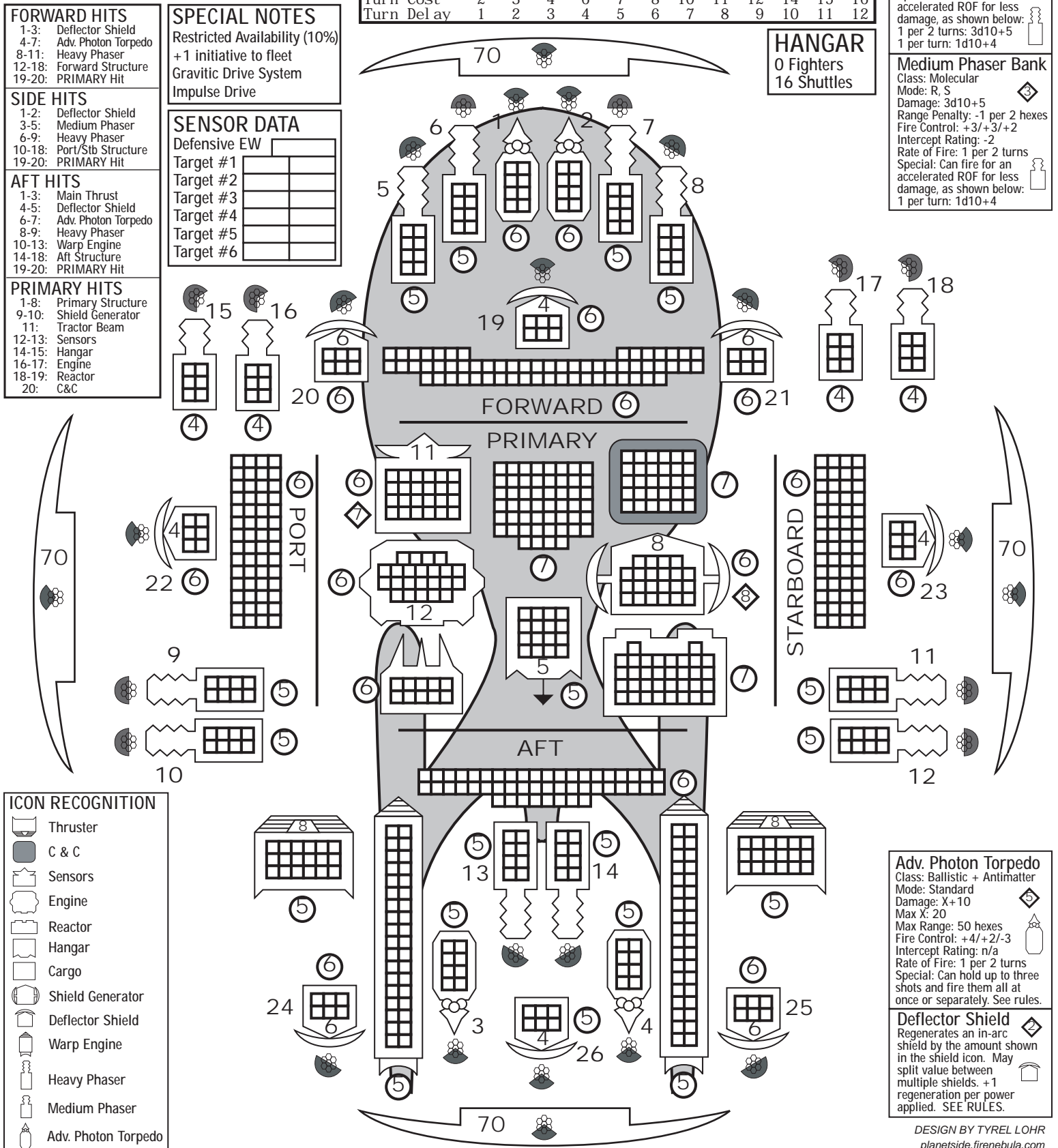
Target #5

Target #6

## HANGAR

0 Fighters

16 Shuttles



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Shield Generator
- Deflector Shield
- Warp Engine
- Heavy Phaser
- Medium Phaser
- Adv. Photon Torpedo

## Adv. Photon Torpedo

Class: Ballistic + Antimatter  
Mode: Standard  
Damage: X+10  
Max X: 20  
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.