



Federation Defiant Improved Heavy Escort

SPECS

Class: Medium Ship
In Service: N/A
Point Value: 750
Ramming Factor: 60
Warp Delay: 3 Turns

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 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: +13

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

HANGAR

0 Fighters
2 Shuttles

WEAPON DATA

Imp. Pulse Phaser Cn
Class: Molecular
Mode: Pulse
Damage: 12 1d3 times
Max Pulses: None
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
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

Adv. Photon Torpedo

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

Photon Torpedo

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

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
4-6: Adv. Photon Torpedo
7-10: Imp. Pulse Phaser
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-4: Impulse Thruster
5-7: Deflector Shield
8: Medium Phaser
9: Photon Torpedo
10: Hangar
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Limited Deployment (33%)
Agile Ship
Gravitic Drive System
Impulse Drive

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

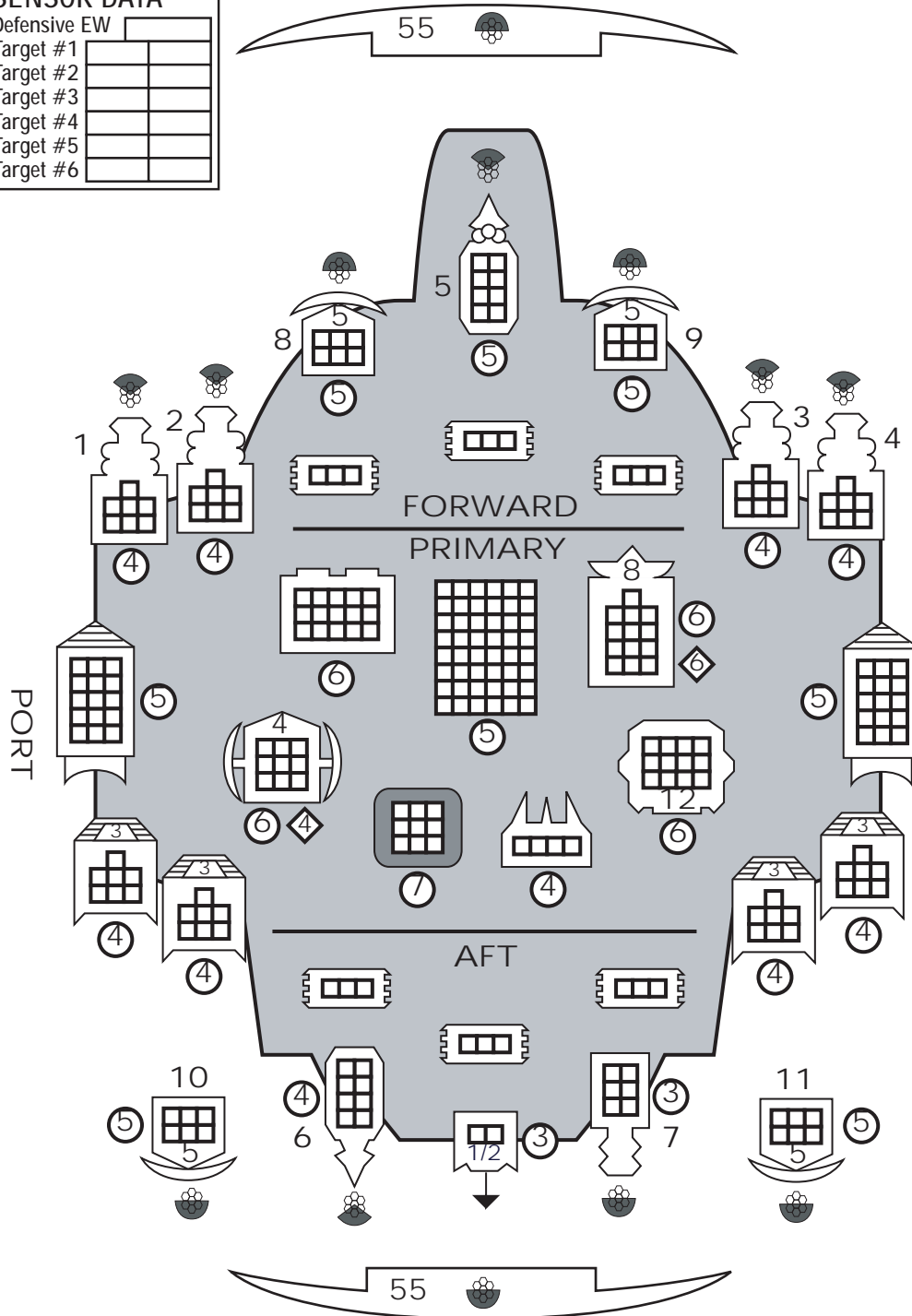
Target #4

Target #5

Target #6

ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Cloaking Device
- Pulse Phaser
- Medium Phaser
- Photon Torpedo
- Adv. Photon Torpedo
- Ablative Armor



U.S.S. Defiant

Point Value: 800

- Add Cloaking Device to Primary Section, hit on a '9' or '10'.
- Upgrade Photon Torpedoes to Quantum Torpedoes.

