

Federation Intrepid Long Range Scout

SPECS

Class: Hvy Combat Vsl
In Service: 2370
Point Value: 500
Ramming Factor: 140
Warp Delay: 5 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +6

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	7	8
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 accelerated ROF for less damage, as shown below:
1 per 2 turns: 3d10+5
1 per turn: 1d10+4

Adv. Photon Torpedo
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.

HANGAR

0 Fighters
4 Shuttles

FORWARD HITS

1-3: Deflector Shield
4-5: Adv Photon Torpedo
6-8: Heavy Phaser
9-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-4: Impulse Thruster
5: Deflector Shield
6-7: Adv. Photon Torpedo
8: Medium Phaser
9-11: Warp Engine
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

ELINT Ship
Atmospheric 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
- Adv. Photon Torpedo

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

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.