



Federation Ambassador Heavy Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 17 (14)
In Service: 2330	Turn Delay: 1 x Speed	Stb/Port Defense: 17 (14)
Point Value: 1050	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 270	Pivot Cost: 3+3 Thrust	Extra Power: +12
Warp Delay: 5 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA
Imp. Medium Phaser
Class: Molecular
Mode: R, S
Damage: 3d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns
Special: Can fire for an accelerator ROF for less damage, as shown below: 1 per turn: 1d10+6

FORWARD HITS
1-3: Deflector Shield
4-6: Photon Torpedo
7-9: Imp. Medium Phaser
10-18: Forward Structure
19-20: PRIMARY Hit

SPECIAL NOTES
Limited Deployment (33%)
Gravitic Drive System
Impulse Drive

SIDE HITS
1-2: Port/Stb Thruster
3-4: Deflector Shield
5-6: Imp. Medium Phaser
7-8: Light Phaser
9-11: Warp Engine
12-18: Port/Stb Structure
19-20: PRIMARY Hit

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

AFT HITS
1-3: Impulse Thruster
4-5: Deflector Shield
6-7: Photon Torpedo
8-9: Medium Phaser
10-12: Warp Engine
13-18: Aft Structure
19-20: PRIMARY Hit

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

Note: Warp engines are part of both aft and associated side sections.

HANGAR
0 Fighters
8 Shuttles

Deflector Shield
Subtract Shield Factor from incoming chance to hit and damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.

Early Burst 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: +3/+3/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Can hold up to two shots and fire them all at once or separately. See rules.

Medium Phaser
Class: Molecular
Mode: R, S

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

ICON RECOGNITION
Impulse Thruster
C & C
Sensors
Engine
Reactor
Hangar
Shield Generator
Deflector Shield
Warp Engine
Tractor Beam
Improved Medium Phaser
Medium Phaser
Light Phaser
Photon Torpedo

