



Federation Constellation Patrol Cruiser

SPECS

Class: Capital Ship
 In Service: 2303
 Point Value: 775
 Ramming Factor: 180
 Warp Delay: 6 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 16
 Engine Efficiency: 2/1
 Extra Power: +16
 Initiative Bonus: +0

| | | | | | | | | | | | | |
|------------|---|---|---|---|---|---|---|---|---|----|----|----|
| 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 | 8 | 8 |
| Turn Delay | 1 | 2 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7 | 8 | 8 |

WEAPON DATA

Medium Phaser
 Class: Molecular
 Mode: R, S
 Damage: 3d10+5
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+3/+2
 Intercept Rating: -1
 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

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/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Deflector Shield

Subtract Shield Factor from any damage scored through arc. Shield projections only absorb damage if a functional Deflector Shield is in arc.

FORWARD HITS

- 1-3: Deflector Shield
- 4-6: Photon Torpedo
- 7-8: Medium Phaser
- 9: Port Warp Engine
- 10: Stb Warp Engine
- 11-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-3: Impulse Thruster
- 4-5: Deflector Shield
- 6: Medium Phaser
- 7: Photon Torpedo
- 8-12: Warp Engine
- 13-18: Port/Stb Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

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

Special Rule: A natural '20' on the forward section scores damage on the hangar.

SPECIAL NOTES

Gravitic Drive System
 Impulse Drive
 Special Hull Arrangement
 (No Aft Hits or Structure)

SENSOR DATA

Defensive EW

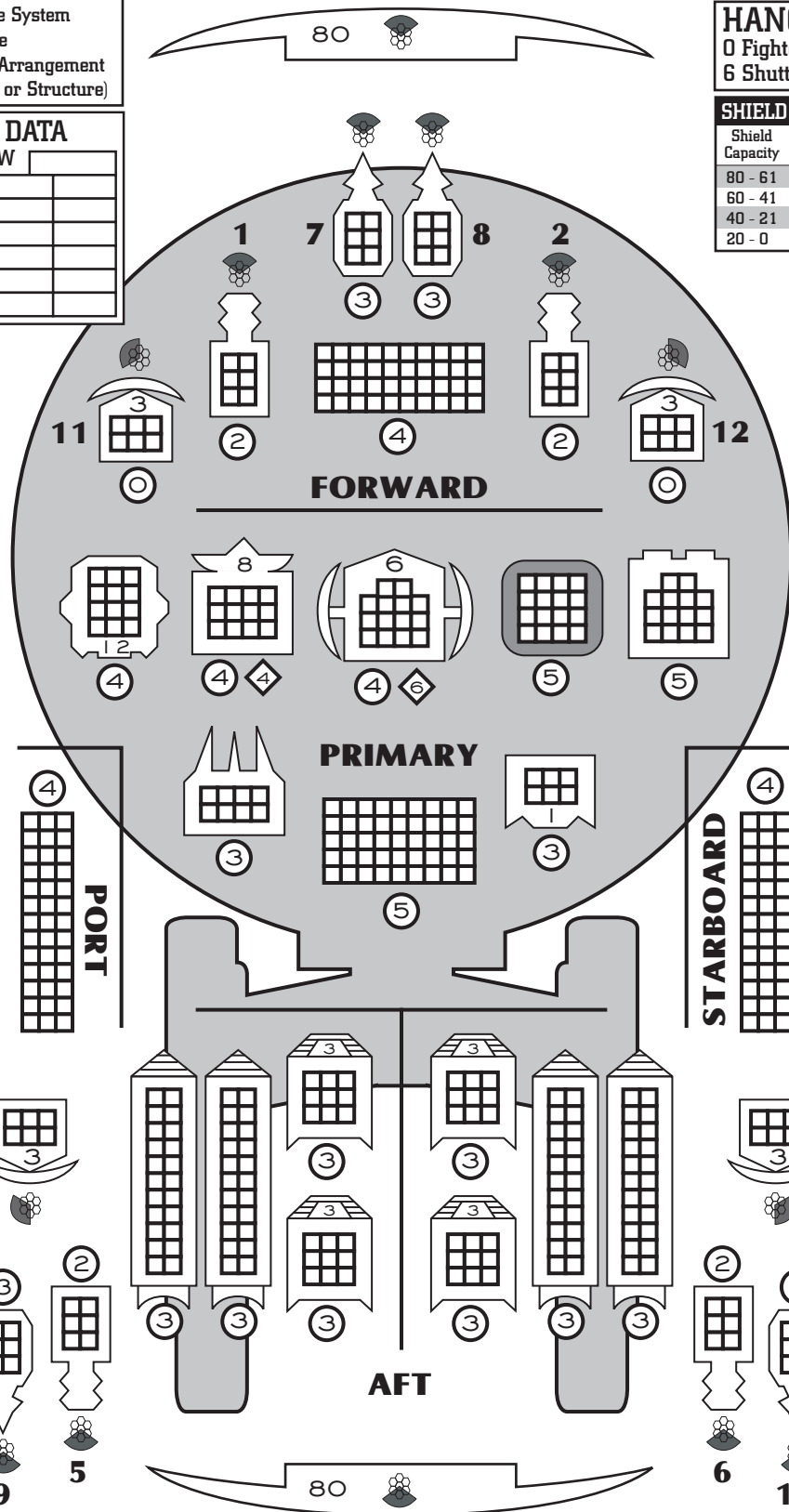
| | | |
|-----------|--|--|
| Target #1 | | |
| Target #2 | | |
| Target #3 | | |
| Target #4 | | |
| Target #5 | | |
| Target #6 | | |

HANGAR

0 Fighters
 6 Shuttles

SHIELD CHART

| Shield Capacity | Max Absorb |
|-----------------|------------|
| 80 - 61 | 40 |
| 60 - 41 | 30 |
| 40 - 21 | 20 |
| 20 - 0 | 10 |



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Tractor Beam
- Medium Phaser
- Photon Torpedo