



Federation Constitution Heavy Cruiser

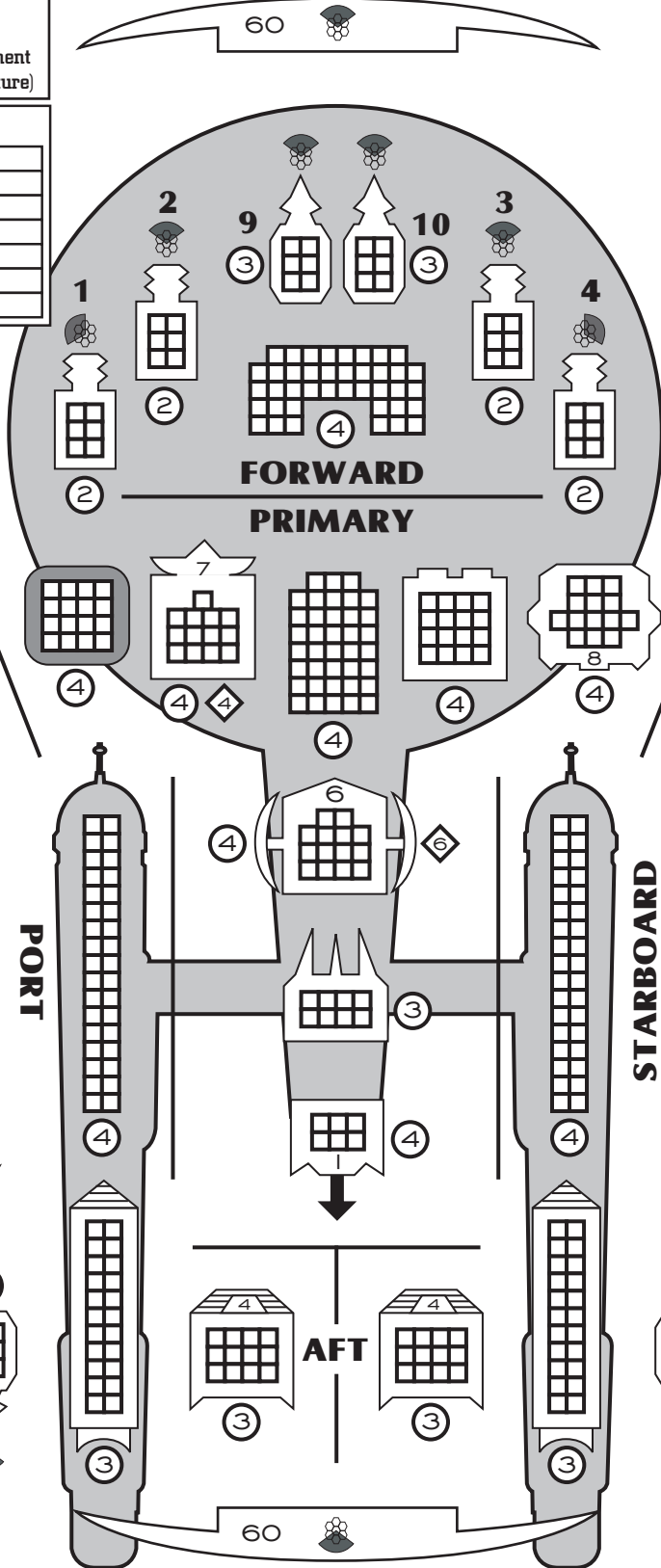
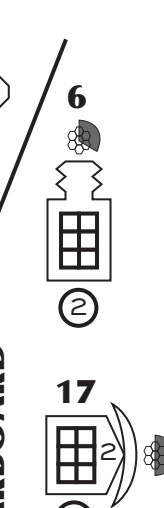
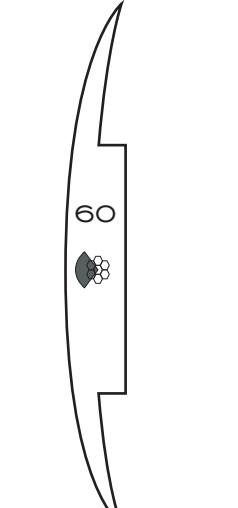
SPECS Class: Capital Ship In Service: 2255 Point Value: 625 Ramming Factor: 160 Warp Delay: 7 Turns	MANEUVERING Turn Cost: 2/3 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 2+2 Thrust	COMBAT STATS Fwd/Aft Defense: 14 Stb/Port Defense: 16 Engine Efficiency: 2/1 Extra Power: +8 Initiative Bonus: +2
Speed	1 2 3 4 5 6 7 8 9 10 11 12	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	1 2 2 3 3 3 4 4 5 5 6 6
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	1 1 2 2 3 3 4 4 5 5 6 6

WEAPON DATA Improved Intermediate Phaser Class: Molecular Mode: R, S Damage: 2d10+6 Range Penalty: -1 per 2 hexes Fire Control: +3/+2/+1 Intercept Rating: -1 Rate of Fire: 1 per 2 turns <i>Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4</i>
Light Phaser Class: Molecular Mode: Standard Damage: 1d10+4 Range Penalty: -1 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn
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
Light Photon Torpedo Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 15 Range Penalty: -1 per 4 hexes Max Range: 40 hexes Fire Control: +3/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns

FORWARD HITS 1-3: Deflector Shield 4-6: Photon Torpedo 7-9: Intermediate Phaser 10-18: Forward Structure 19-20: PRIMARY Hit
SIDE HITS 1-3: Impulse Thruster 4-5: Deflector Shield 6: Intermediate Phaser 7: Lt Photon Torpedo 8: Light Phaser 9-12: 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 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 DATA	
Shield Capacity	Max Absorb
60 - 46	30
45 - 31	23
30 - 16	15
15 - 0	8



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

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