



Federation Constitution Heavy Cruiser (Refit)

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|---|--|--|
| SPECS Class: Capital Ship In Service: 2270 Point Value: 750 Ramming Factor: 170 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 Def: 14 Stb/Port Def: 16 Engine Efficiency: 2/1 Extra Power: +10 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 4 4 5 5 6 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

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

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

HANGAR
0 Fighters
6 Shuttles

SHIELD CHART

| Shield Capacity | Max Absorb |
|-----------------|------------|
| 70 - 53 | 35 |
| 52 - 36 | 26 |
| 35 - 18 | 17 |
| 17 - 0 | 9 |

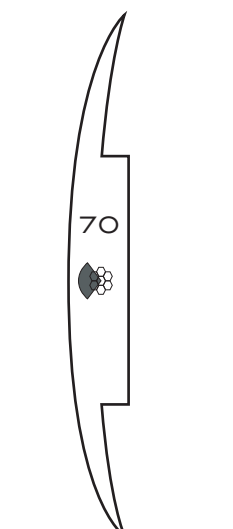
- FORWARD HITS**
1-3: Deflector Shield
4-6: Photon Torpedo
7-9: Medium Phaser
10-18: Forward Structure
19-20: PRIMARY Hit
- SIDE HITS**
1-3: Impulse Thruster
4-5: Deflector Shield
6: Medium Phaser
7: Lt Photon Torpedo
8: Light Phaser
9-12: Warp Engine
13-18: Port/Stb Structure
19-20: PRIMARY Hit
- PRIMARY 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

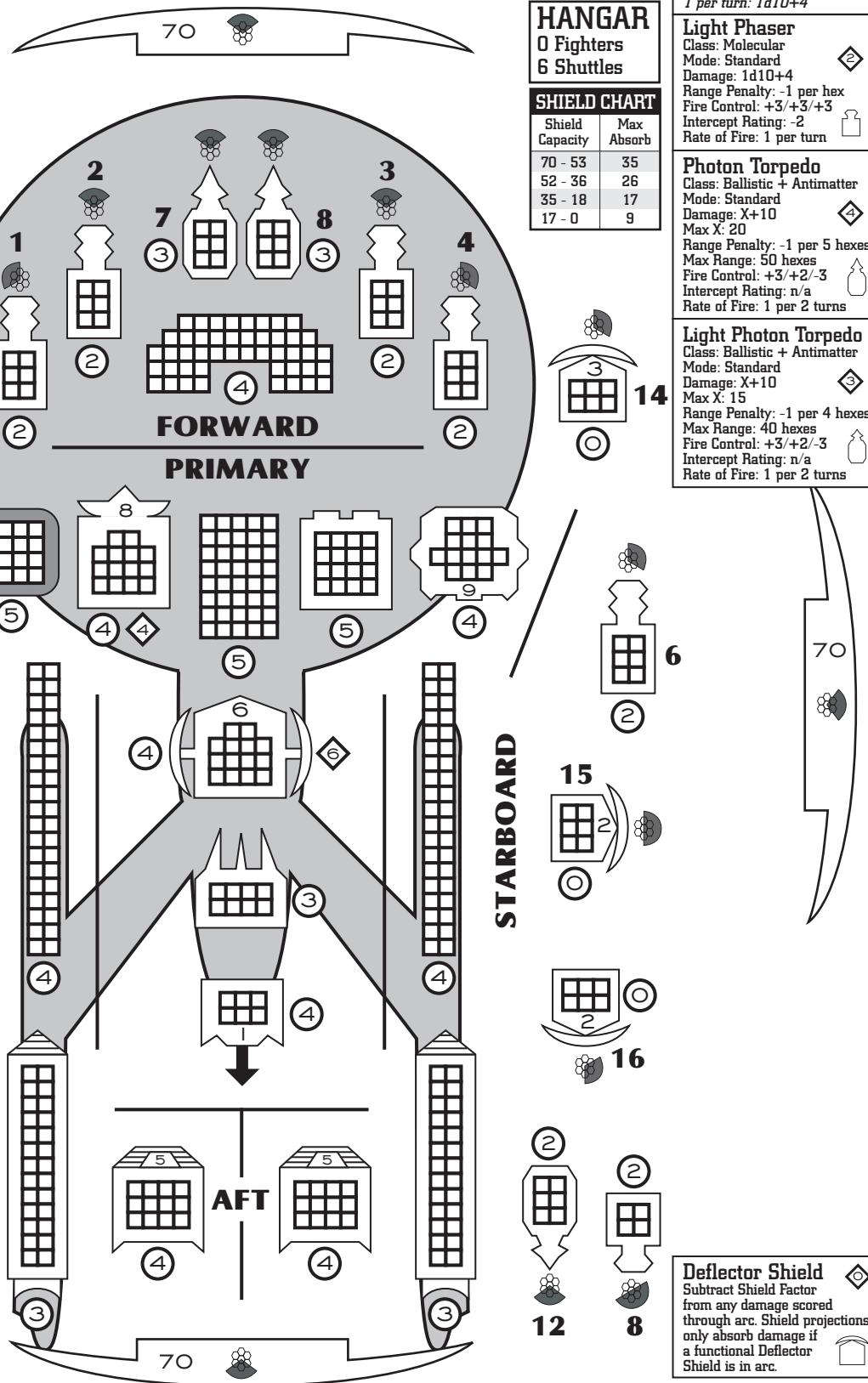
Defensive EW

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



ICON RECOGNITION

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