



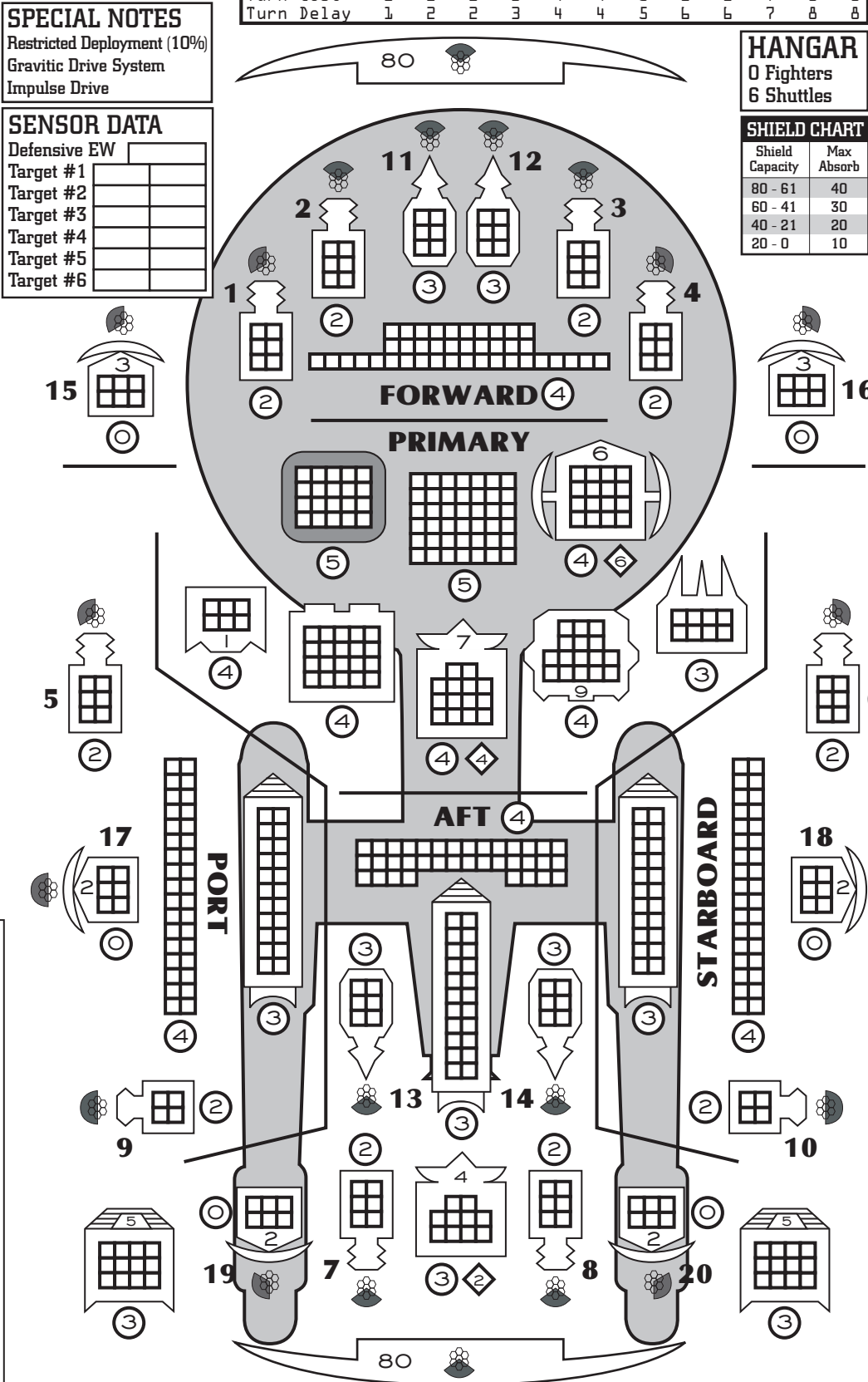
# Federation Federation Dreadnought

<b>SPECS</b> Class: Capital Ship In Service: 2260 Point Value: 850 Ramming Factor: 210 Warp Delay: 7 Turns	<b>MANEUVERING</b> Turn Cost: 2/3 Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 3+3 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 15 Stb/Port Defense: 17 Engine Efficiency: 3/1 Extra Power: +13 Initiative Bonus: +0
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 4 4 5 6 6 7 8 8
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	1 2 2 3 4 4 5 6 6 7 8 8

<b>WEAPON DATA</b> <b>Improved Intermediate Phaser</b> 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>	<b>Light Phaser</b> 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	<b>Photon Torpedo</b> 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	<b>Deflector Shield</b> Subtract Shield Factor from any damage scored through arc. Shield projections only absorb damage if a functional Deflector Shield is in arc.
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<b>FORWARD HITS</b> 1-3: Deflector Shield 4-6: Photon Torpedo 7-9: Intermediate Phaser 10-18: Forward Structure 19-20: PRIMARY Hit	<b>SPECIAL NOTES</b> Restricted Deployment (10%) Gravitic Drive System Impulse Drive
<b>SIDE HITS</b> 1-3: Deflector Shield 4-5: Intermediate Phaser 6-7: Light Phaser 8-10: Warp Engine 11-18: Port/Stb Structure 19-20: PRIMARY Hit	<b>SENSOR DATA</b> Defensive EW Target #1 Target #2 Target #3 Target #4 Target #5 Target #6
<b>AFT HITS</b> 1-3: Impulse Thruster 4-5: Deflector Shield 6-7: Intermediate Phaser 8-9: Photon Torpedo 10-11: Warp Engine 12-18: Port/Stb Structure 19-20: PRIMARY Hit	
<b>PRIMARY HITS</b> 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	

<b>HANGAR</b> 0 Fighters 6 Shuttles	<b>SHIELD CHART</b>
	Shield Capacity   Max Absorb
	80 - 61   40
	60 - 41   30
	40 - 21   20
	20 - 0   10



<b>ICON RECOGNITION</b>	
	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