



Federation Galaxy Command Ship

SPECS

Class: Capital Ship
 In Service: 2357
 Point Value: 1650
 Ramming Factor: 340
 Warp Delay: 4 Turns

MANEUVERING

Turn Cost: 1 x Speed
 Turn Delay: 1 x Speed
 Accel/Decel Cost: 4 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Def: 17
 Stb/Port Def: 16
 Engine Efficiency: 4/1
 Extra Power: +18
 Initiative Bonus: +1

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

Heavy Phaser
 Class: Molecular
 Mode: R, S
 Damage: 4d10+10
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+3/+0
 Intercept Rating: -1
 Rate of Fire: 1 per 3 turns
Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per 2 turns: 3d10+5 1 per turn: 1d10+4

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

SHIELD CHART

Shield Capacity	Max Absorb
120 - 91	60
90 - 61	45
60 - 31	30
30 - 0	15

FORWARD HITS
 1-3: Deflector Shield
 4-6: Burst Photon Torpedo
 7-10: Heavy Phaser
 11-18: Forward Structure
 19-20: PRIMARY Hit

SIDE HITS
 1-2: Impulse Thruster
 3-4: Deflector Shield
 5-6: Heavy Phaser
 7-8: Port/Stb Hangar
 9-12: Warp Engine
 13-18: Port/Stb Structure
 19-20: PRIMARY Hit

AFT HITS
 1-4: Impulse Thruster
 5-6: Deflector Shield
 7: Burst Photon Torpedo
 8-9: Medium Phaser
 10-11: Port Warp Engine
 12-13: Stb Warp Engine
 14-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS
 1-6: Primary Structure
 7: Tractor Beam
 8-9: Shield Generator
 10-12: Sensors
 13-14: Hangar
 15-16: Engine
 17-19: Reactor
 20: C&C

SPECIAL NOTES
 Restricted Deployment (10%)
 Gravitic Drive System
 Impulse Drive

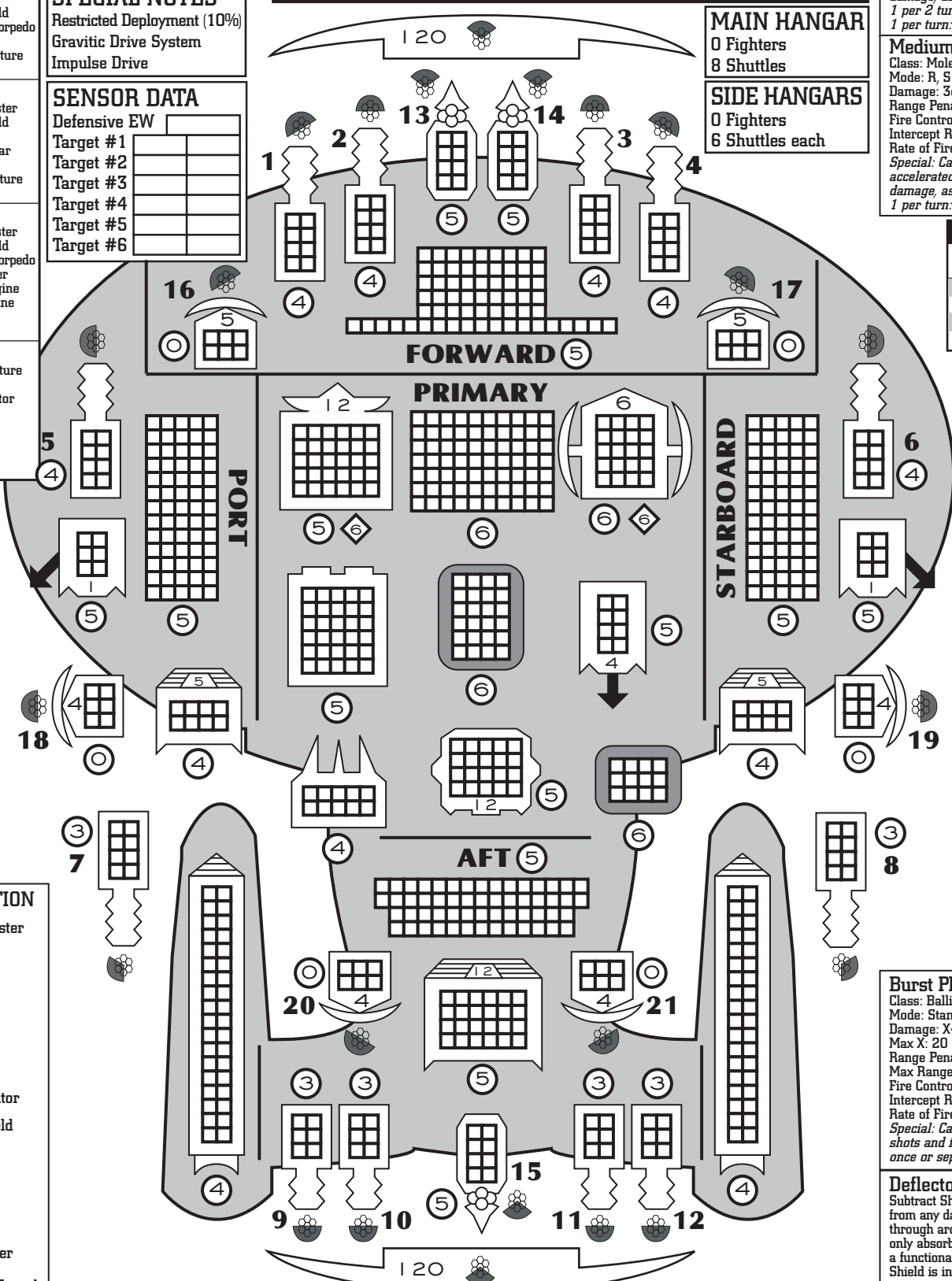
SENSOR DATA

Defensive EW

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

MAIN HANGAR
 0 Fighters
 8 Shuttles

SIDE HANGARS
 0 Fighters each
 6 Shuttles each



ICON RECOGNITION

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

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

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