



Jem'Hadar Battlecruiser

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 4/3 Speed		Fwd/Aft Defense: 17	
In Service: N/A		Turn Delay: 4/3 Speed		Stb/Port Defense: 18	
Point Value: 1350		Accel/Decel Cost: 5 Thrust		Engine Efficiency: 3/1	
Ramming Factor: 320		Pivot Cost: 4+4 Thrust		Extra Power: 0	
Warp Delay: 3 Turns		Roll Cost: 3+3 Thrust		Initiative Bonus: +0	
Speed	1 2 3 4 5 6 7 8 9 10 11 12				
Turn Cost	2 3 4 6 7 8 10 11 12 14 15 16				
Turn Delay	2 3 4 6 7 8 10 11 12 14 15 16				

WEAPON DATA	
Hvy Phased Polaron Bm	
Class: Molecular	Mode: Raking
Damage: 4d10+28	Range Penalty: -1 per 3 hexes
Fire Control: +4/+2/-1	Intercept Rating: -1
Rate of Fire: 1 per 3 turns	Special: Divide damage into two sub-volleys; one is scored as normal, the second ignores all shields. Both are part of the same raking volley.
Phased Polaron Beam	
Class: Molecular	Mode: Raking
Damage: 2d10+14	Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/+2	Intercept Rating: -1
Rate of Fire: 1 per 2 turns	Special: Divide damage into two sub-volleys; one is scored as normal, the second ignores all shields. Both are part of the same raking volley.

FORWARD HITS	
1-2:	Deflector Shield
3-6:	Hvy Polaron Beam
7-8:	Polaron Beam
9-11:	Polaron Torpedo
12-18:	Forward Structure
19-20:	PRIMARY Hit

SPECIAL NOTES	
Limited Availability (33%)	
Enhanced Transporters	
Gravitic Drive System	
Impulse Drive	

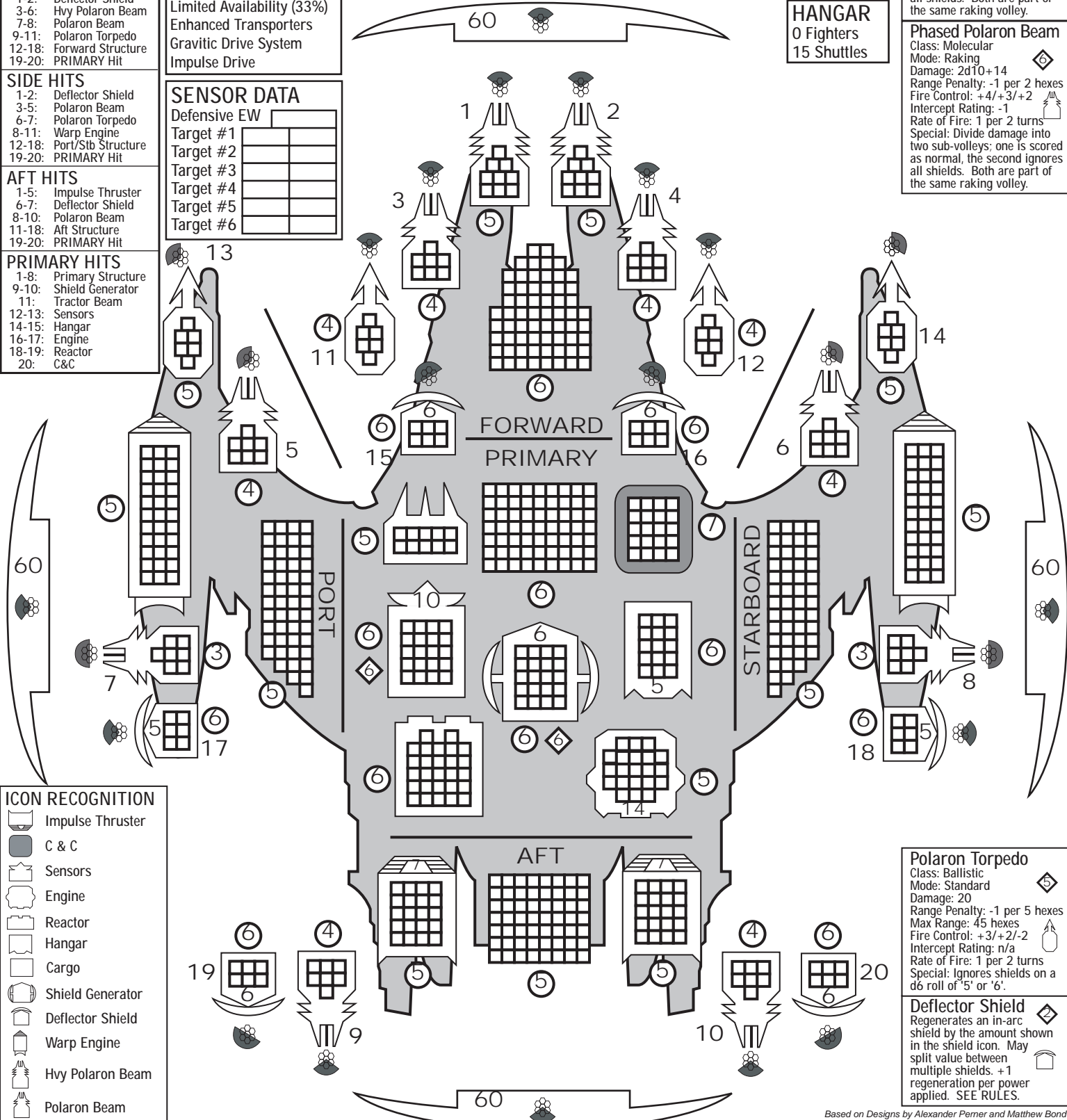
SIDE HITS	
1-2:	Deflector Shield
3-5:	Polaron Beam
6-7:	Polaron Torpedo
8-11:	Warp Engine
12-18:	Port/Stb Structure
19-20:	PRIMARY Hit

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

AFT HITS	
1-5:	Impulse Thruster
6-7:	Deflector Shield
8-10:	Polaron Beam
11-18:	Aft Structure
19-20:	PRIMARY Hit

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

HANGAR
0 Fighters
15 Shuttles



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Shield Generator
	Deflector Shield
	Warp Engine
	Hvy Polaron Beam
	Polaron Beam
	Polaron Torpedo

Polaron Torpedo	
Class: Ballistic	Mode: Standard
Damage: 20	Range Penalty: -1 per 5 hexes
Max Range: 45 hexes	Fire Control: +3/+2/-2
Intercept Rating: n/a	Rate of Fire: 1 per 2 turns
Special: Ignores shields on a d6 roll of '5' or '6'.	
Deflector Shield	
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.	