



# Jem'Hadar Strike Cruiser



SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 14
In Service: 2375	Turn Delay: 1/2 Speed	Stb/Port Defense: 15
Point Value: 700	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 160	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 4 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
<b>Hvy Phased Polaron Bm</b>	
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.
<b>Lt Phased Polaron Beam</b>	
Class: Molecular	Mode: Raking
Damage: 1d10+8	Range Penalty: -1 per hex
Fire Control: +2/+2/+3	Intercept Rating: -2
Rate of Fire: 1 per turn	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.
<b>Polaron Torpedo</b>	
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'.	

FORWARD HITS	
1-3:	Deflector Shield
4-6:	Polaron Torpedo
7-9:	Hvy Polaron Beam
10-18:	Forward Structure
19-20:	PRIMARY Hit

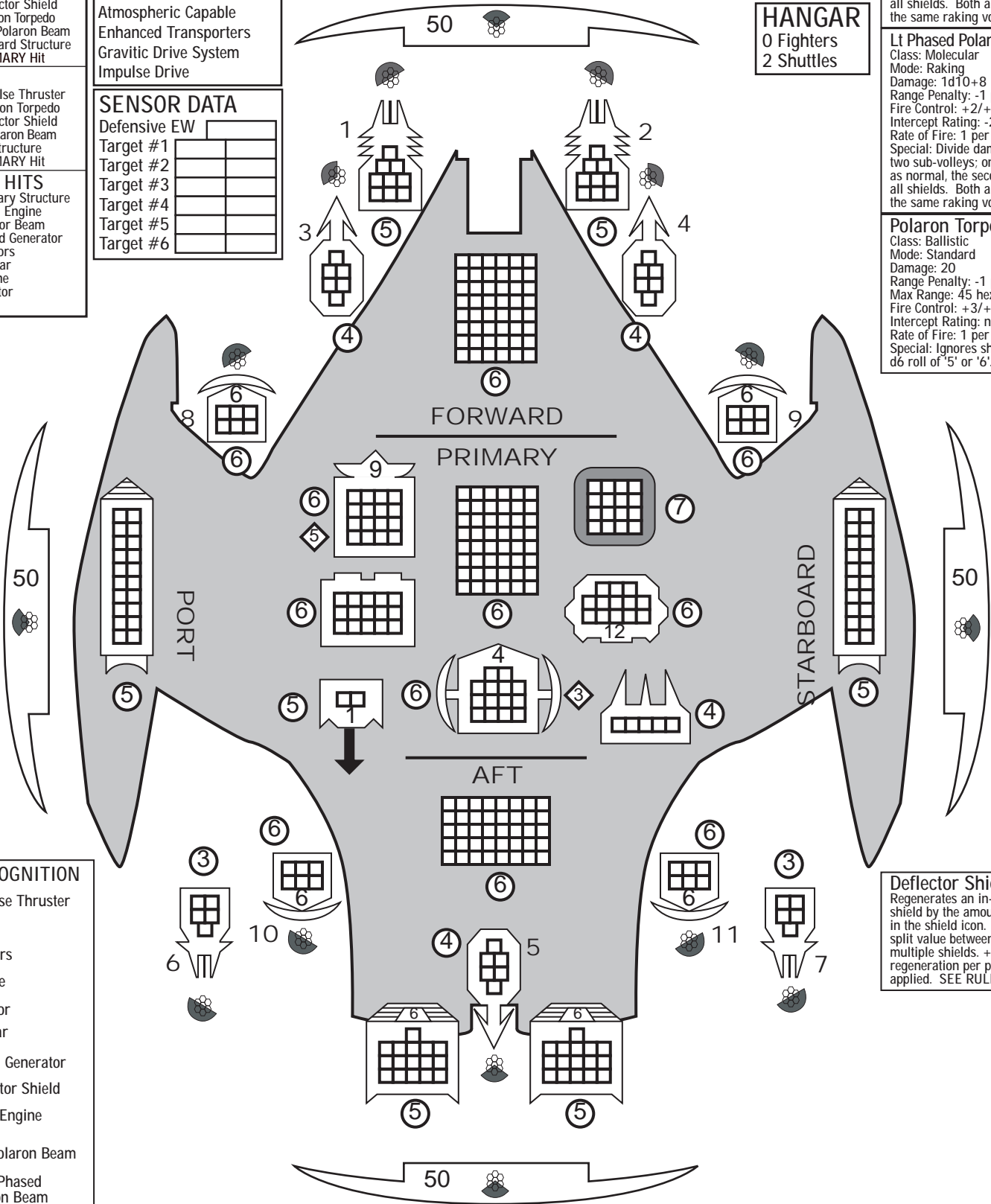
AFT HITS	
1-5:	Impulse Thruster
6:	Polaron Torpedo
7-8:	Deflector Shield
9-11:	Lt Polaron Beam
12-18:	Aft Structure
19-20:	PRIMARY Hit

PRIMARY HITS	
1-6:	Primary Structure
7-9:	Warp Engine
10:	Tractor Beam
11-12:	Shield Generator
13-14:	Sensors
15:	Hangar
16-17:	Engine
18-19:	Reactor
20:	C&C

SPECIAL NOTES	
Atmospheric Capable	
Enhanced Transporters	
Gravitic Drive System	
Impulse Drive	

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

**HANGAR**  
0 Fighters  
2 Shuttles



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

**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.