

Federation Ambassador Heavy Cruiser

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 1 x Speed		Fwd/Aft Defense: 16	
In Service: 2330		Turn Delay: 1 x Speed		Stb/Port Defense: 16	
Point Value: 750		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 3/1	
Ramming Factor: 200		Pivot Cost: 3+3 Thrust		Extra Power: 0	
Warp Delay: 5 Turns		Roll Cost: 2+2 Thrust		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 3 4 5 6 7 8 9 10 11 12				
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12				

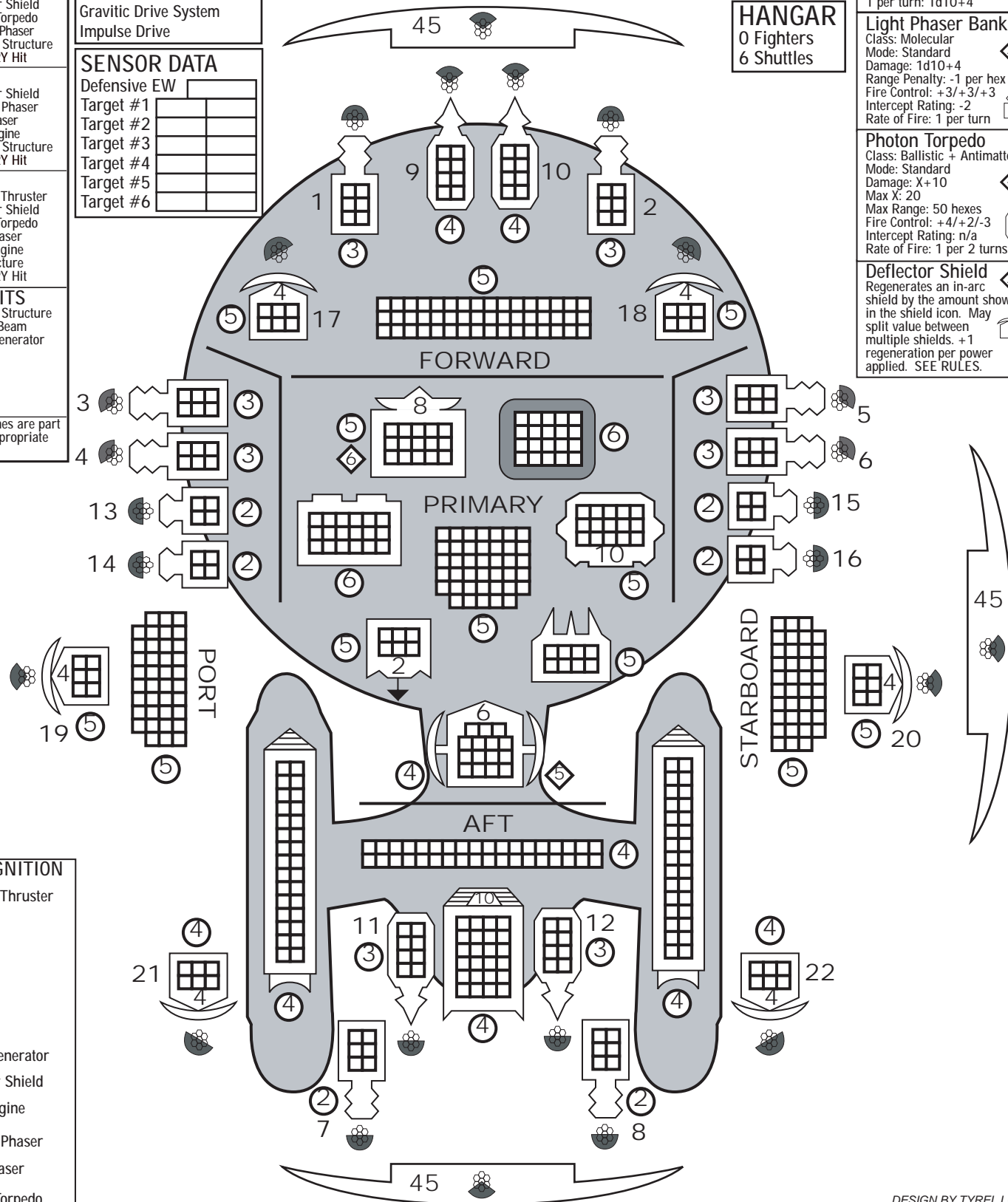
WEAPON DATA	
Medium Phaser Bank	
Class: Molecular	3
Mode: R, S	
Damage: 3d10+5	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+3/+2	
Intercept Rating: -2	
Rate of Fire: 1 per 2 turns	
Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4	
Light Phaser Bank	
Class: Molecular	2
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	4
Mode: Standard	
Damage: X+10	
Max X: 20	
Max Range: 50 hexes	
Fire Control: +4/+2/-3	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
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.	

FORWARD HITS	
1-2:	Deflector Shield
3-5:	Photon Torpedo
6-9:	Medium Phaser
10-18:	Forward Structure
19-20:	PRIMARY Hit
SIDE HITS	
1-2:	Deflector Shield
3-5:	Medium Phaser
6-8:	Light Phaser
9-11:	Warp Engine
12-18:	Forward Structure
19-20:	PRIMARY Hit
AFT HITS	
1-3:	Impulse Thruster
4-5:	Deflector Shield
6-7:	Photon Torpedo
8-9:	Light Phaser
10-12:	Warp Engine
13-18:	Aft Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-8:	Primary Structure
9:	Tractor Beam
10-11:	Shield Generator
12-14:	Sensors
15-16:	Hangar
17-18:	Engine
19:	Reactor
20:	C&C

Note: Warp engines are part of both aft and appropriate side structure.

SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
0 Fighters
6 Shuttles



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Medium Phaser
	Light Phaser
	Photon Torpedo