

Federation Brenton Heavy Cruiser

SPECS

Class: Hvy Combat Vsl
 In Service: 2263
 Point Value: 420
 Ramming Factor: 130
 Warp Delay: 6 Turns

MANEUVERING

Turn Cost: 3/4 Speed
 Turn Delay: 2/3 Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 13
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	3	4	5	6	6	7	8	9	9
Turn Delay	1	2	2	3	4	4	5	6	6	7	7	8

WEAPON DATA

Intermediate Phaser Bank
 Class: Molecular
 Mode: R (8), S
 Damage: 2d10+2
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+2/+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 Photon Torpedo
 Class: Ballistic + Antimatter
 Mode: Standard
 Damage: X+10
 Max X: 10
 Max Range: 35 hexes
 Fire Control: +3/+1/-2
 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.

HANGAR
 0 Fighters
 4 Shuttles

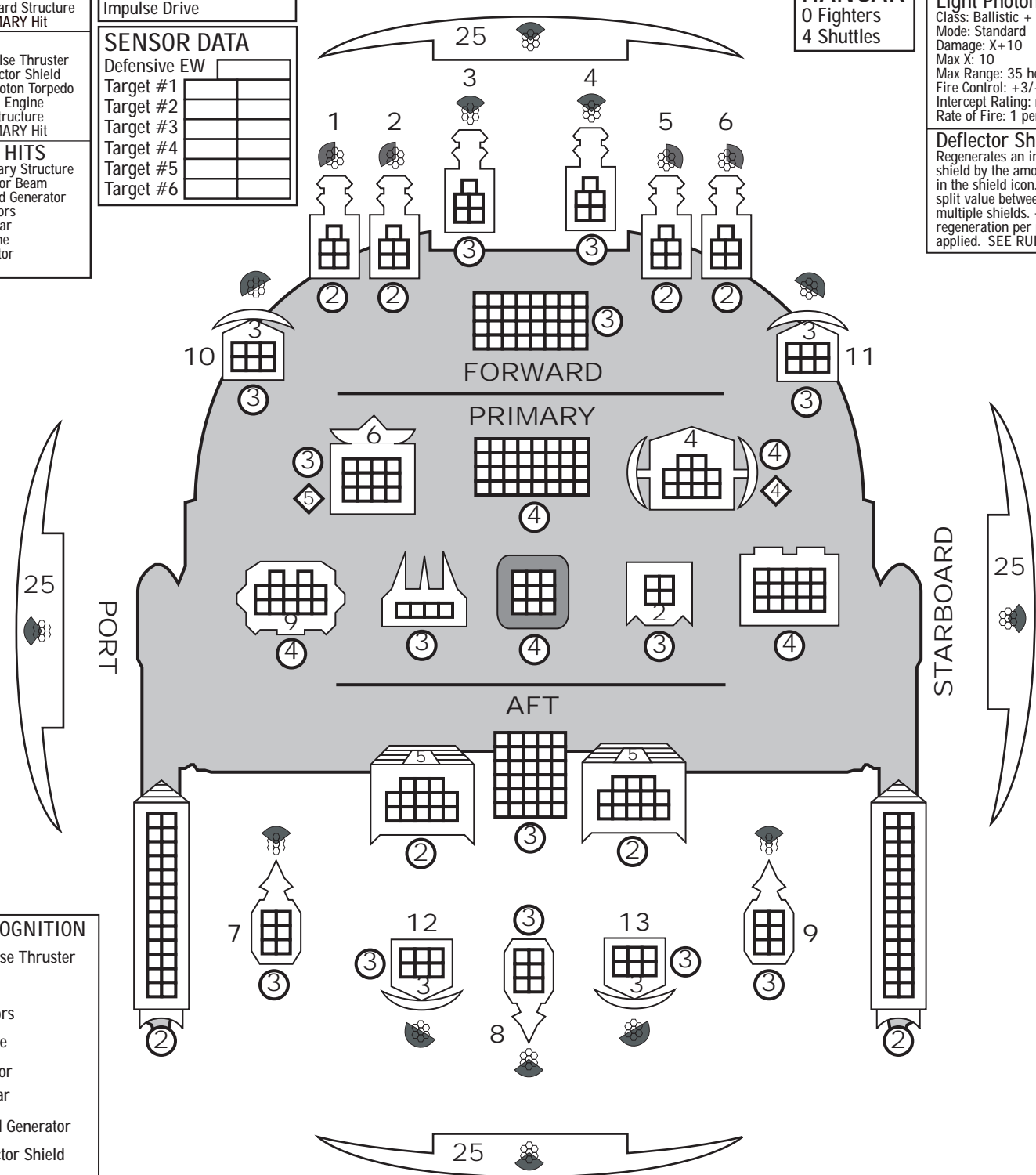
- FORWARD HITS**
 1-3: Deflector Shield
 4-9: Intermediate Phaser
 10-18: Forward Structure
 19-20: PRIMARY Hit
- AFT HITS**
 1-3: Impulse Thruster
 4-6: Deflector Shield
 7-8: Lt Photon Torpedo
 9-11: Warp Engine
 12-18: Aft Structure
 19-20: PRIMARY Hit
- PRIMARY HITS**
 1-6: Primary Structure
 7: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

SPECIAL NOTES
 Gravitic Drive System
 Impulse Drive

SENSOR DATA

Defensive EW

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



- ICON RECOGNITION**
- Impulse Thruster
 - C & C
 - Sensors
 - Engine
 - Reactor
 - Hangar
 - Shield Generator
 - Deflector Shield
 - Warp Engine
 - Intermediate Phaser
 - Lt Photon Torpedo