



Federation Challenger Heavy Figate

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2352	Turn Delay: 2/3 Speed	Stb/Port Defense: 17
Point Value: 600	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 130	Pivot Cost: 2+2 Thrust	Extra Power: +2
Warp Delay: 5 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 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA	
Heavy Phaser Bank	
Class: Molecular	Mode: R, S
Damage: 4d10+10	Range Penalty: -1 per 3 hexes
Fire Control: +4/+4/+1	Intercept Rating: -2
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
Light Phaser Bank	
Class: Molecular	Mode: Standard
Damage: 1d10+4	Range Penalty: -1 per hex
Fire Control: +3/+3/+3	Intercept Rating: -2
Rate of Fire: 1 per turn	
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
12 Shuttles

FORWARD HITS	
1-4:	Deflector Shield
5-9:	Heavy Phaser
10-18:	Forward Structure
19-20:	PRIMARY Hit

AFT HITS	
1-4:	Impulse Thrust
5-6:	Deflector Shield
7-8:	Light Phaser
9-12:	Warp Engine
13-18:	Aft Structure
19-20:	PRIMARY Hit

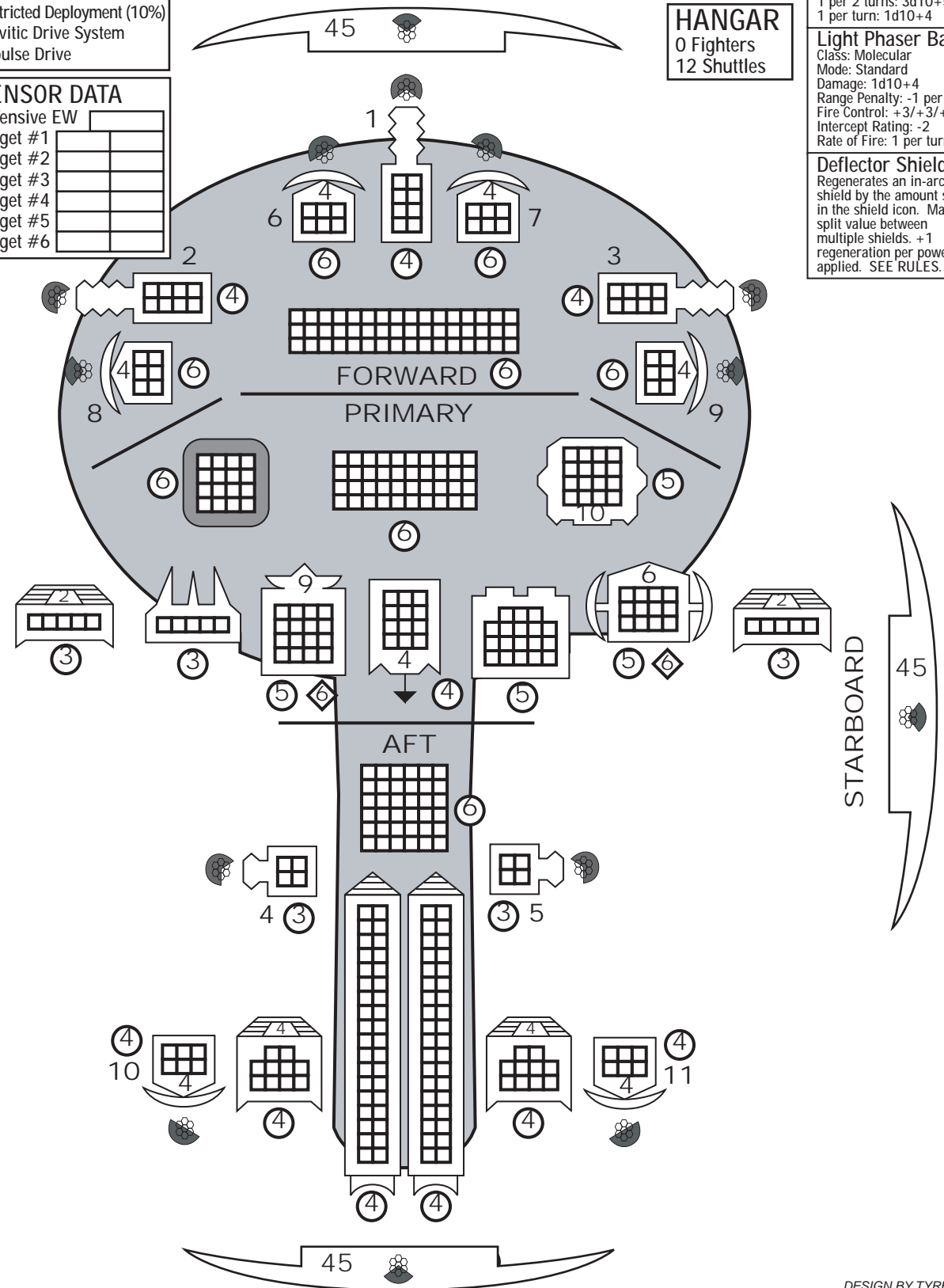
PRIMARY HITS	
1-8:	Primary Structure
9-10:	Shield Generator
11:	Tractor Beam
12-14:	Hangar
15-16:	Sensors
17-18:	Engine
19:	Reactor
20:	C&C

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		



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Heavy Phaser
- Light Phaser