



# Federation Congress Light Cruiser



SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2285	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 425	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 100	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 6 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 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA
<b>Medium Phaser Bank</b>
Class: Molecular
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

FORWARD HITS
1-3: Deflector Shield
4-8: Medium Phaser
9-18: Forward Structure
19-20: PRIMARY Hit

SPECIAL NOTES
Gravitic Drive System
Impulse Drive
Unreliable Ship (After 2364): Sensor Fluctuations

AFT HITS
1-3: Impulse Thruster
4-5: Deflector Shield
6: Light Phaser
7-8: Photon Torpedo
9-12: Warp Engine
13-18: Aft Structure
19-20: PRIMARY Hit

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

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

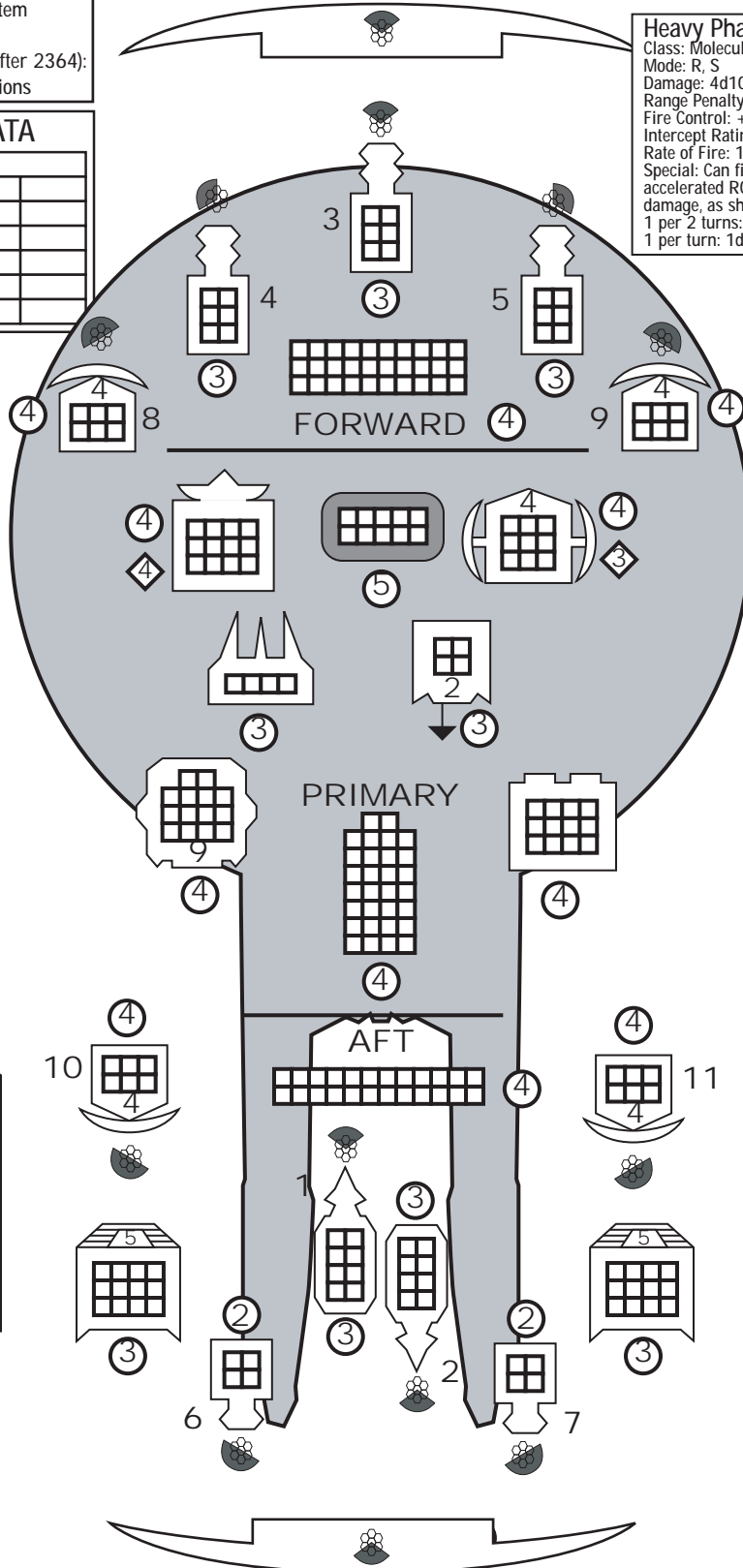
HANGAR
0 Fighters
4 Shuttles

Heavy Phaser Bank
Class: Molecular
Mode: R, S
Damage: 4d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/+0
Intercept Rating: -1
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
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

Photon Torpedo
Class: Ballistic + Antimatter
Mode: Standard
Damage: X+10
Max X: 20
Range Penalty: -1 per 5 hexes
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.



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

Shield REFIT		
System	2285	2364
Shield Projection	35	40

SENSOR REFIT		
Sensor Rating	7	8

2364 Refit
Point Value: 500
1. Replace Medium Phasers 3, 4 and 5 with Heavy Phasers 1 and 2.