

Federation Daedalus Cruiser

SPECS Class: Medium Ship In Service: 2158 Point Value: 285 Ramming Factor: 50 Warp Delay: 12 Turns

10

Turn Delay

MANEUVERING Turn Cost: 1/2 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 1+1 Thrust

3

RWARD

Name:

COMBAT STATS Fwd/Aft Defense: 11 Stb/Port Defense: 13 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: +12

HANGAR

0 Fighters

4 Shuttles

9 10

Counter:

2ND EDITION

WEAPON DATA

Medium Laser Cannon Class: Laser
Modes: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Light Laser Cannon Class: Laser Modes: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2 Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Class-SO Missile Rack Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
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.

Spatial (Light) Missile Mode: Standard Damage: 12
Max Range: 15 hexes
Fire Control: n/a Interception Rating: n/a

Photonic Missile Class: Antimatter Modes: Standard Damage: X+6 Max X: 10 Max Range: 20 hexes Fire Control: n/a Interception Rating: n/a Cost: 4 combat points each

SPECIAL NOTES

FORWARD HITS 1-2: Deflector Shield Gravitic Drive System Medium Laser Missile Rack Impulse Drive 6-8: 9-16: Structure 17-20: PRIMARY Hit

AFT HITS

7-10:

14-15: 16-17:

18-19:

20:

6-7: Light Laser 8-10: Warp Engine 11-16: Structure 17-20: PRIMARY Hit

PRIMARY HITS

Hangar

Engine Reactor C&C

Tractor Beam

Shield Generator Sensors

Impulse Thruster Deflector Shield

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





