



Federation Intrepid Long Range Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 13
In Service: 2370	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 640	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 160	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 5 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +7
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 7 8	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

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
Medium Phaser Bank	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
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

FORWARD HITS	
1-3:	Deflector Shield
4-5:	Photon Torpedo
6-8:	Heavy Phaser
9-10:	Light Phaser
11-18:	Forward Structure
19-20:	PRIMARY Hit

SPECIAL NOTES	
Atmospheric Capable	
Gravitic Drive System	
Impulse Drive	

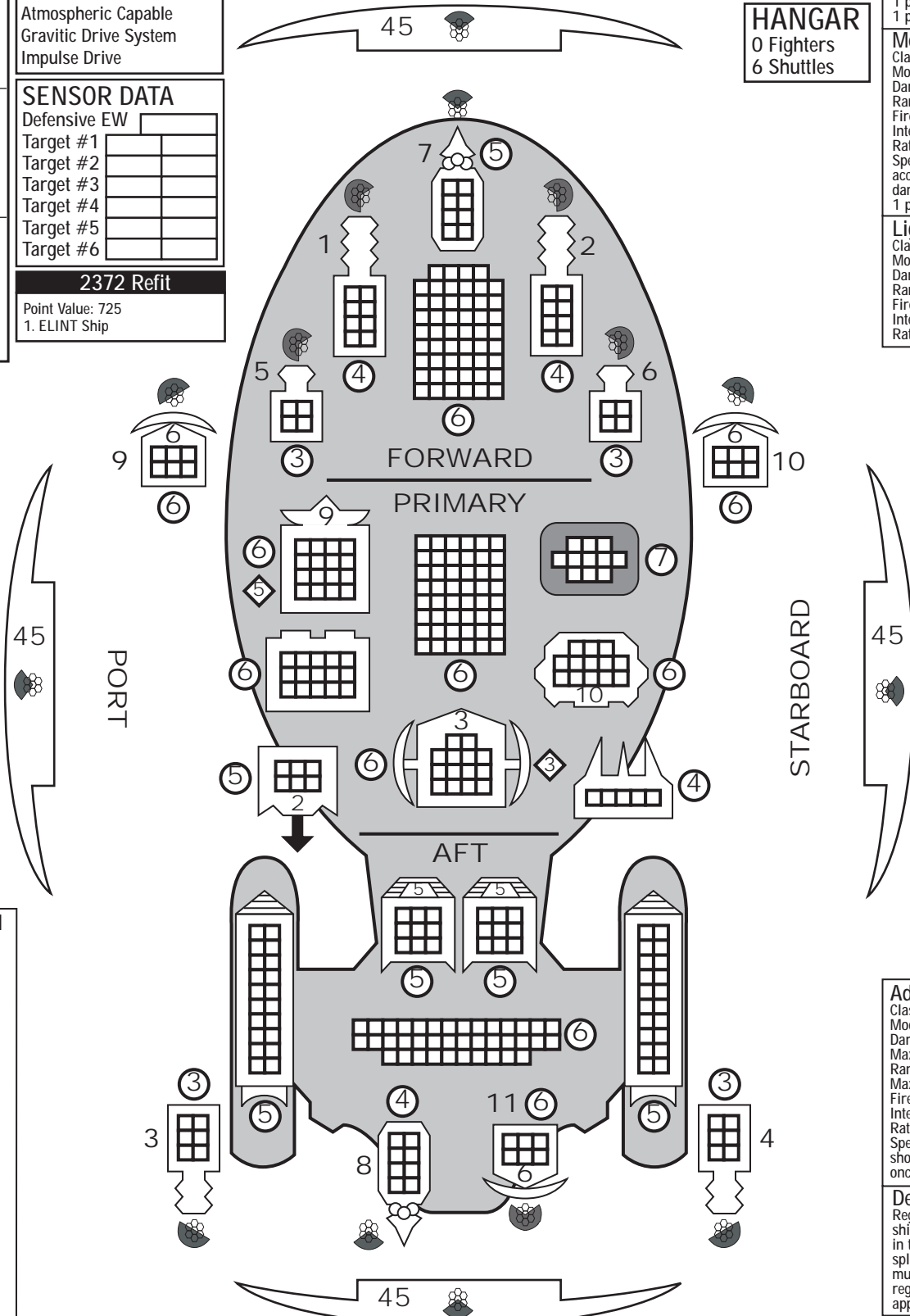
AFT HITS	
1-3:	Impulse Thruster
4:	Deflector Shield
5-6:	Photon Torpedo
7-8:	Medium Phaser
9-11:	Warp Engine
12-18:	Aft Structure
19-20:	PRIMARY Hit

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

2372 Refit	
Point Value: 725	
1. ELINT Ship	

HANGAR
0 Fighters
6 Shuttles



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

Adv. Photon Torpedo	Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 20 Range Penalty: None Max Range: 50 hexes Fire Control: +4/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns Special: Can hold up to three shots and fire them all at once or separately. See rules.
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.