



Federation Lakota Command Cruiser

SPECS Class: Capital Ship In Service: 2371 Point Value: 780 Ramming Factor: 190 Warp Delay: 5 Turns	MANEUVERING Turn Cost: 1 x Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 2+2 Thrust	COMBAT STATS Fwd/Aft Defense: 15 Stb/Port Defense: 17 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: +2
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA Heavy Phaser 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
Medium Phaser 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
Adv. 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 Special: Can hold up to three shots and fire them all at once or separately. See rules.

FORWARD HITS 1-3: Deflector Shield 4-9: Heavy Phaser 10-18: Forward Structure 19-20: PRIMARY Hit

SPECIAL NOTES
Gravitic Drive System
Impulse Drive

SIDE HITS 1-2: Deflector Shield 3-4: Adv Photon Torpedo 5-7: Medium Phaser 8-10: Warp Engine 11-18: Port/Stb Structure 19-20: PRIMARY Hit
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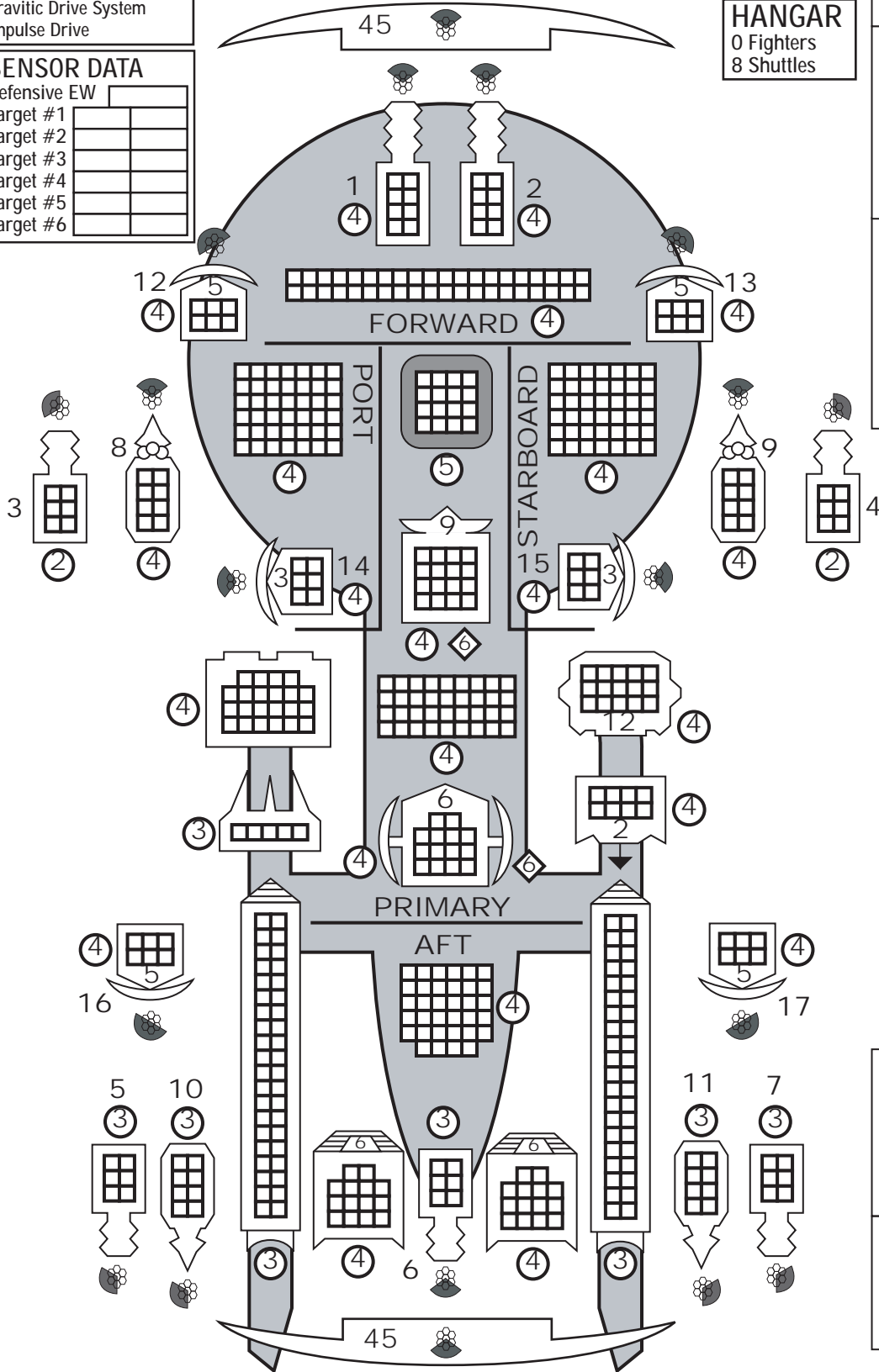
SENSOR DATA Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

AFT HITS 1-4: Impulse Thrust 5-6: Deflector Shield 7: Photon Torpedo 8-9: Medium Phaser 10-12: Warp Engine 13-18: Aft Structure 19-20: PRIMARY Hit
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PRIMARY HITS 1-8: Primary Structure 9-10: Shield Generator 11: Tractor Beam 12-13: Hangar 14-15: Sensors 16-17: Engine 18-19: Reactor 20: C&C
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Note: Warp engines are part of both aft and appropriate side structure.

HANGAR
0 Fighters
8 Shuttles



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

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.