



Federation Raging Queen Cruiser



SPECS

Class: Capital Ship
 In Service: 2321
 Point Value: 415
 Ramming Factor: 170
 Warp Delay: 6 Turns

MANEUVERING

Turn Cost: 1 x Speed
 Turn Delay: 2/3 Speed
 Accel/Decel Cost: 4 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
 Stb/Port Defense: 16
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: +0

WEAPON DATA

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

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.

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

FORWARD HITS
 1-3: Deflector Shield
 4-6: Medium Phaser
 7-18: Forward Structure
 19-20: PRIMARY Hit

SIDE HITS
 1-3: Light Phaser
 4-5: Tractor Beam
 6-9: Warp Engine
 10-18: Port/Stb Structure
 19-20: PRIMARY Hit

AFT HITS
 1-4: Impulse Thrust
 5-7: Deflector Shield
 8-9: Medium Phaser
 10-18: Aft Structure
 19-20: PRIMARY Hit

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

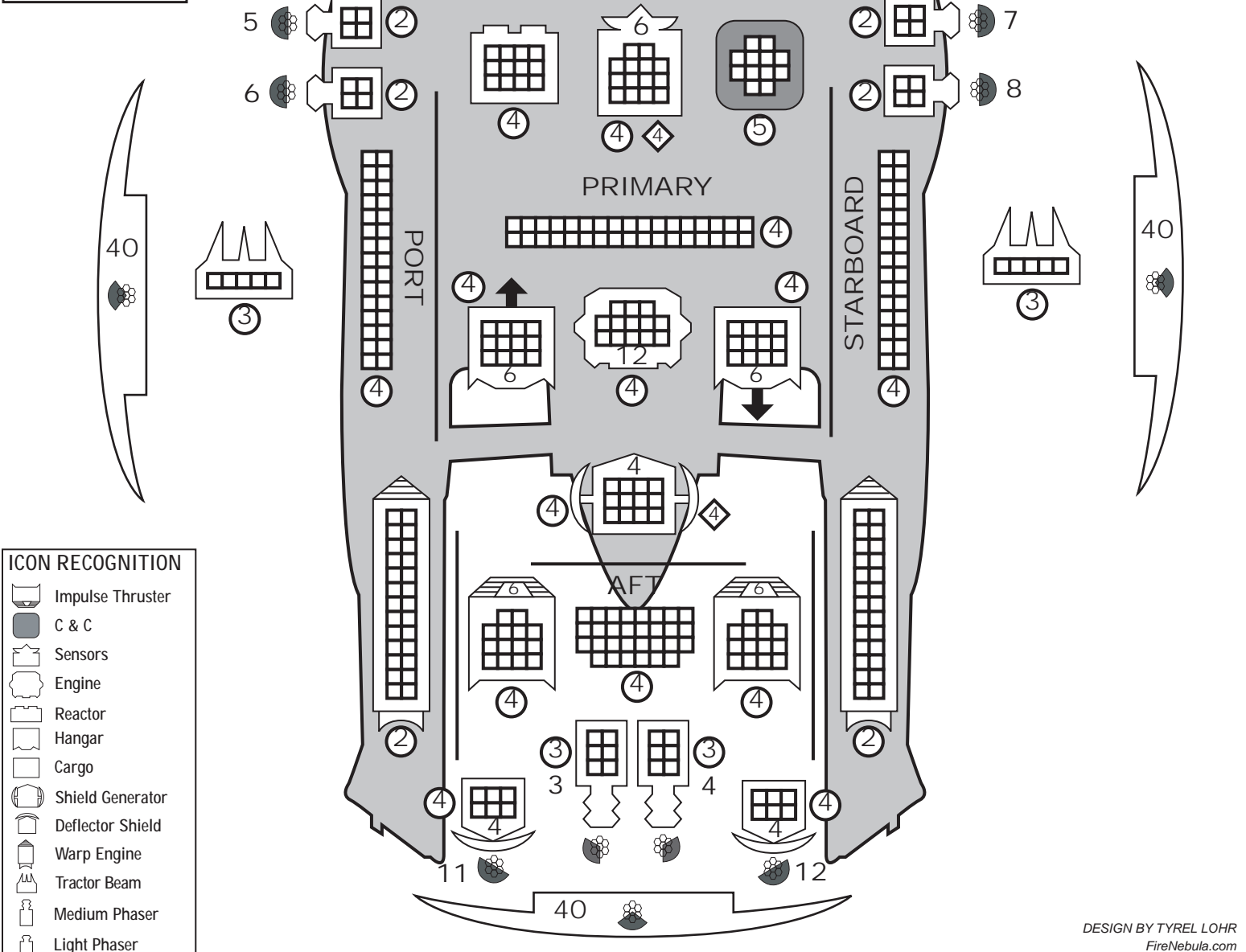
SPECIAL NOTES
 Gravitic Drive System
 Impulse Drive

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

HANGARS
 6 Fighters each
 6 Shuttles each



ICON RECOGNITION

	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Shield Generator
	Deflector Shield
	Warp Engine
	Tractor Beam
	Medium Phaser
	Light Phaser