



# Federation Renaissance Medium Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship In Service: 2303 Point Value: 500 Ramming Factor: 150 Warp Delay: 7 Turns	Turn Cost: 3/4 Speed Turn Delay: 3/4 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 2+2 Thrust	Fwd/Aft Defense: 15 Stb/Port Defense: 15 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 3 4 5 6 6 7 8 9 9	
Turn Delay	1 2 3 3 4 5 6 6 7 8 9 9	

WEAPON DATA	
<b>Medium Phaser Bank</b>	
Class: Molecular	Mode: R, S
Damage: 3d10+5	Range Penalty: -1 per 2 hexes
Special: Can fire for an accelerated ROF for less damage, as shown below:	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
4-6:	Photon Torpedo
7-10:	Medium Phaser
11-18:	Forward Structure
19-20:	PRIMARY Hit
SIDE HITS	
1-2:	Deflector Shield
3-5:	Medium Phaser
6-8:	Warp Engine
9-18:	Port/Stb Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-6:	Primary Structure
7-9:	Impulse Thruster
10:	Lt Photon Torpedo
11:	Tractor Beam
12:	Shield Generator
13-14:	Sensors
15-16:	Hangar
17-18:	Engine
19:	Reactor
20:	C&C

**SPECIAL NOTES**  
Gravitic Drive System  
Impulse Drive  
Special Hull Configuration (No Aft Hits or Structure)

**SENSOR DATA**

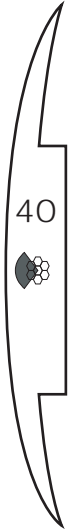
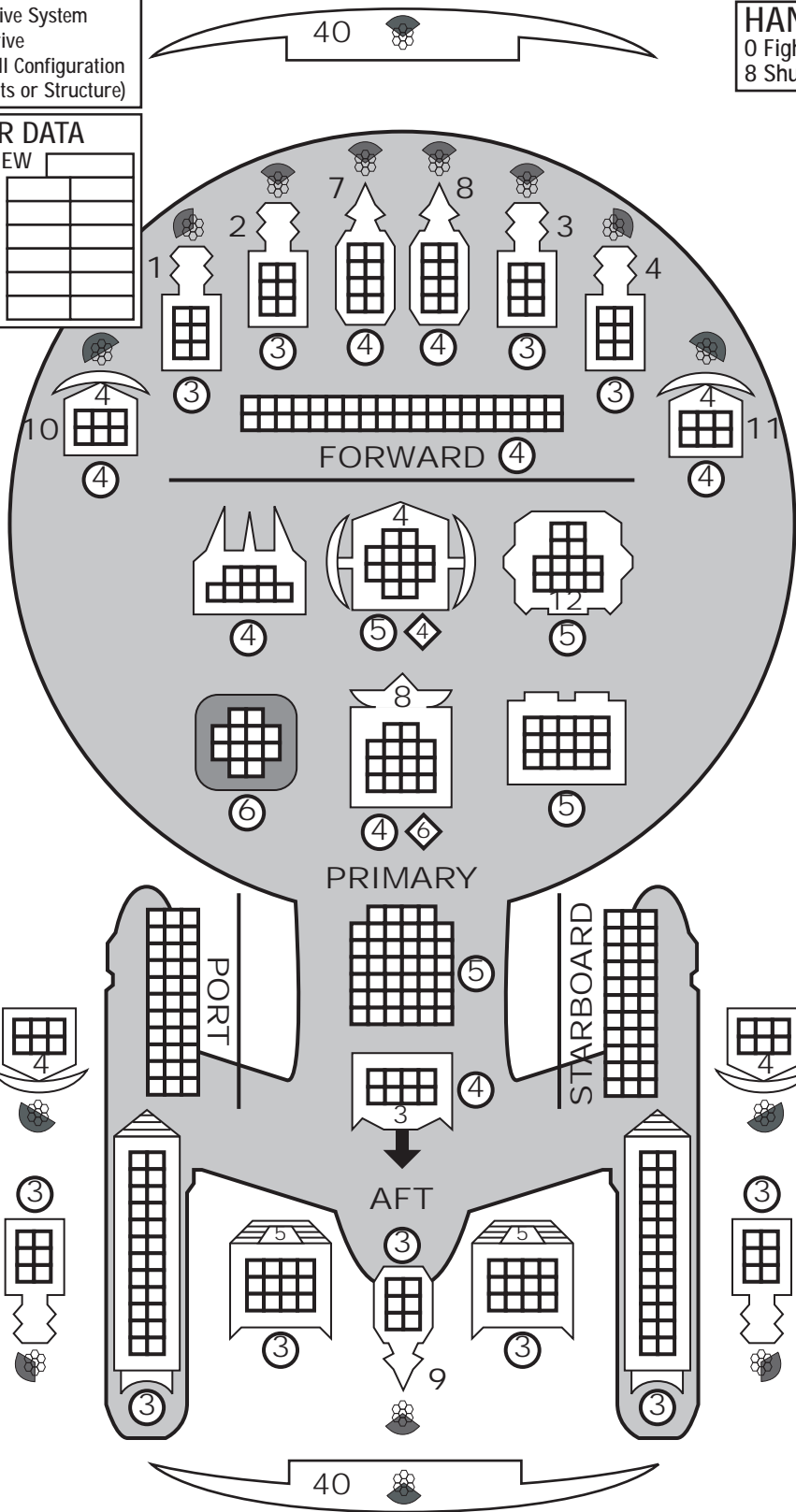
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

**HANGAR**  
0 Fighters  
8 Shuttles

<b>Photon Torpedo</b>	
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

<b>Light Photon Torpedo</b>	
Class: Ballistic + Antimatter	Mode: Standard
Damage: X+10	Max X: 10
Range Penalty: -1 per 4 hexes	Max Range: 35 hexes
Fire Control: +3/+1/-2	Intercept Rating: n/a
	Rate of Fire: 1 per 2 turns

<b>Deflector Shield</b>	
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
- Photon Torpedo
- Lt Photon Torpedo