



Federation Steamrunner Heavy Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 13
In Service: 2368	Turn Delay: 2/3 Speed	Stb/Port Defense: 13
Point Value: 575	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 130	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 5 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
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 2 2 3 4 4 5 6 6 7 7 8	

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
Photon Torpedo	
Class: Ballistic + Antimatter	Mode: Standard
Damage: X+10	Max X: 20
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.	

FORWARD HITS	
1-3:	Deflector Shield
4-6:	Photon Torpedo
7-9:	Medium Phaser
10-18:	Forward Structure
19-20:	PRIMARY Hit

AFT HITS	
1-4:	Impulse Thruster
5-6:	Deflector Shield
7:	Photon Torpedo
8-9:	Medium Phaser
10-12:	Warp Engine
13-18:	Aft Structure
19-20:	PRIMARY Hit

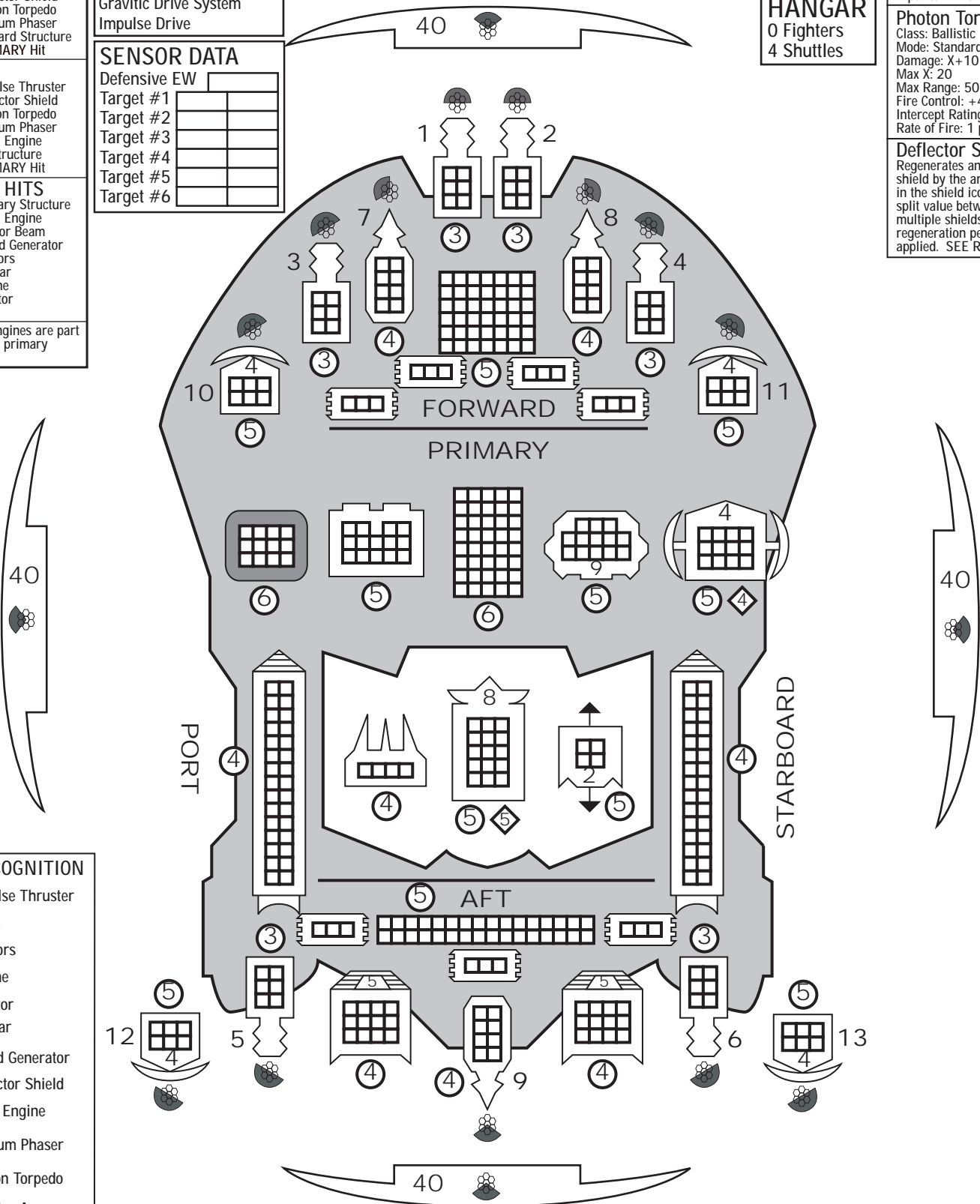
PRIMARY HITS	
1-6:	Primary Structure
7-8:	Warp Engine
9:	Tractor Beam
10-11:	Shield Generator
12-13:	Sensors
14-15:	Hangar
16-17:	Engine
18-19:	Reactor
20:	C&C

Note: Warp engines are part of both aft and primary structure.

SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	

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

HANGAR
0 Fighters
4 Shuttles



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Medium Phaser
	Photon Torpedo
	Ablative Armor