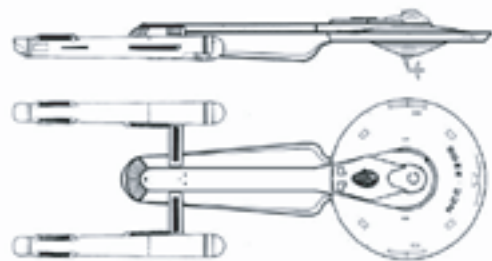




Federation Sussex Carrier



SPECS Class: Capital Ship In Service: 2260 Point Value: 480 Ramming Factor: 150 Warp Delay: 7 Turns	MANEUVERING Turn Cost: 2/3 Speed Turn Delay: 1 x Speed Accel/Decel Cost: 4 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 2+2 Thrust	COMBAT STATS Fwd/Aft Defense: 13 Stb/Port Defense: 17 Engine Efficiency: 4/1 Extra Power: 0 Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	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	1 2 3 4 5 6 7 8 9 10 11 12
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12

WEAPON DATA 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
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FORWARD HITS 1-3: Deflector Shield 4-6: Medium Phaser 7-8: Light Phaser 9-18: Forward Structure 19-20: PRIMARY Hit
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SPECIAL NOTES Limited Availability (33%) Gravitic Drive System Impulse Drive
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SIDE HITS 1-4: Port/Stb Hangar 5-7: Warp Engine 8-18: 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 1-3: Impulse Thruster 4-5: Deflector Shield 6-7: Light Phaser 8-11: Warp Engine 12-18: Aft Structure 19-20: PRIMARY Hit

MAIN HANGAR 0 Fighters 6 Shuttles
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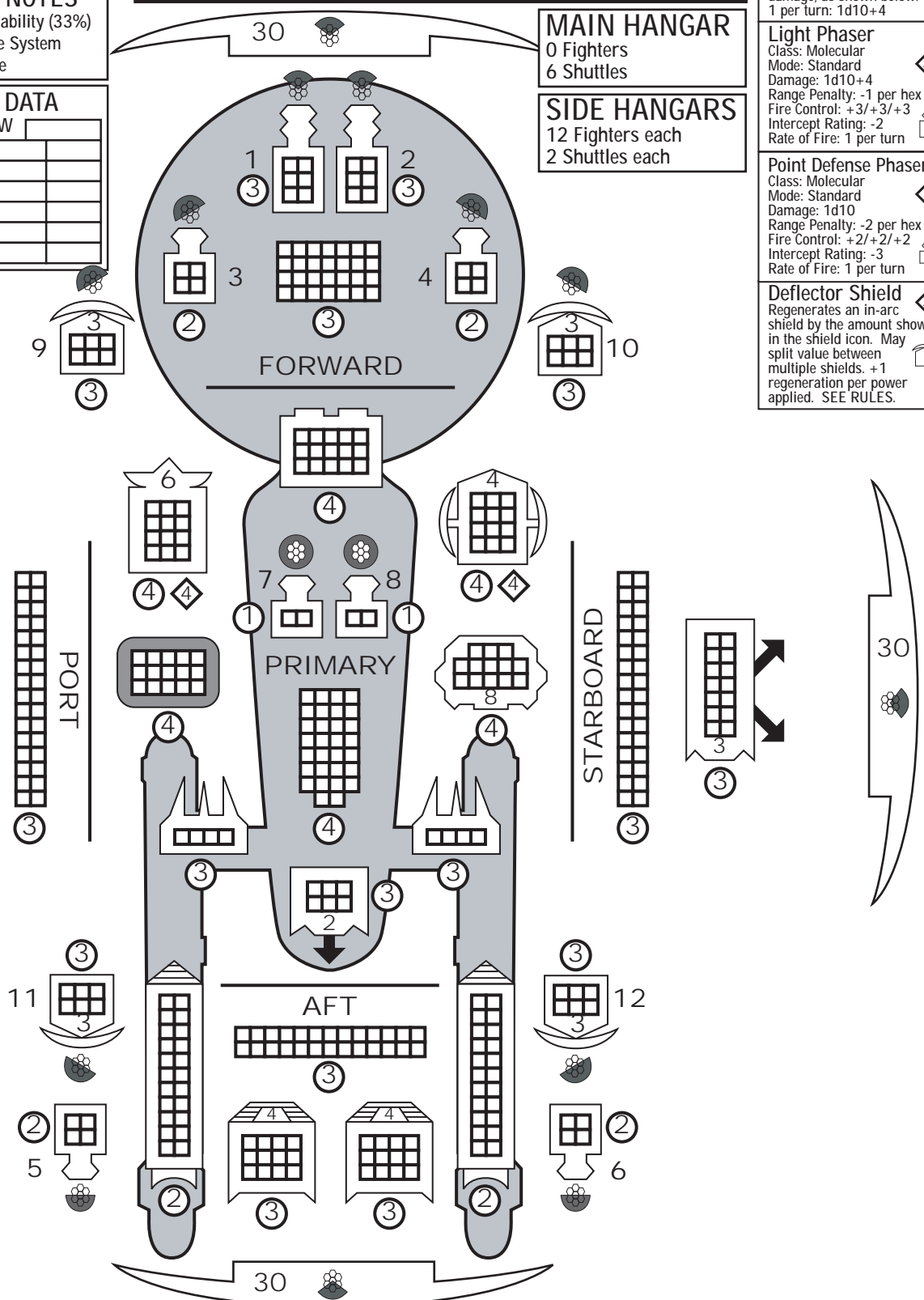
SIDE HANGARS 12 Fighters each 2 Shuttles each
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Light Phaser Class: Molecular Mode: Standard Damage: 1d10+4 Range Penalty: -1 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn
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Point Defense Phaser Class: Molecular Mode: Standard Damage: 1d10 Range Penalty: -2 per hex Fire Control: +2/+2/+2 Intercept Rating: -3 Rate of Fire: 1 per turn
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PRIMARY HITS 1-7: Primary Structure 8-9: Point Defense Phaser 10-11: Tractor Beam 12-13: Shield Generator 14-15: Sensors 16-17: Hangar 18: Engine 19: Reactor 20: C&C

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



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