

Federation Galaxy Heavy Command Ship

| SPECS | | MANEUVERING | | COMBAT STATS | |
|---------------------|----------------------------|----------------------------|--|------------------------|--|
| Class: Capital Ship | | Turn Cost: 1 x Speed | | Fwd/Aft Defense: 17 | |
| In Service: 2373 | | Turn Delay: 1 x Speed | | Stb/Port Defense: 16 | |
| Point Value: 1350 | | Accel/Decel Cost: 4 Thrust | | Engine Efficiency: 4/1 | |
| Ramming Factor: 250 | | Pivot Cost: 3+3 Thrust | | Extra Power: 0 | |
| Warp Delay: 4 Turns | | Roll Cost: 3+3 Thrust | | Initiative Bonus: +1 | |
| 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 3 4 5 6 7 8 9 10 11 12 | | | | |

| WEAPON DATA | |
|---|--|
| Heavy Phaser Bank | |
| Class: Molecular | |
| Mode: R, S | |
| Damage: 4d10+10 | |
| Range Penalty: -1 per 3 hexes | |
| Fire Control: +4/+4/+1 | |
| Intercept Rating: -2 | |
| 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 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 | |

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

SPECIAL NOTES
Limited Availability (33%)
Quantum Torpedoes Only
Gravitic Drive System
Impulse Drive

| SIDE HITS | |
|-----------|--------------------|
| 1-2: | Impulse Thruster |
| 3-4: | Deflector Shield |
| 5-8: | Heavy Phaser |
| 9-10: | Port/Stb Hangar |
| 11-18: | Port/Stb Structure |
| 19-20: | PRIMARY Hit |

SENSOR DATA

Defensive EW

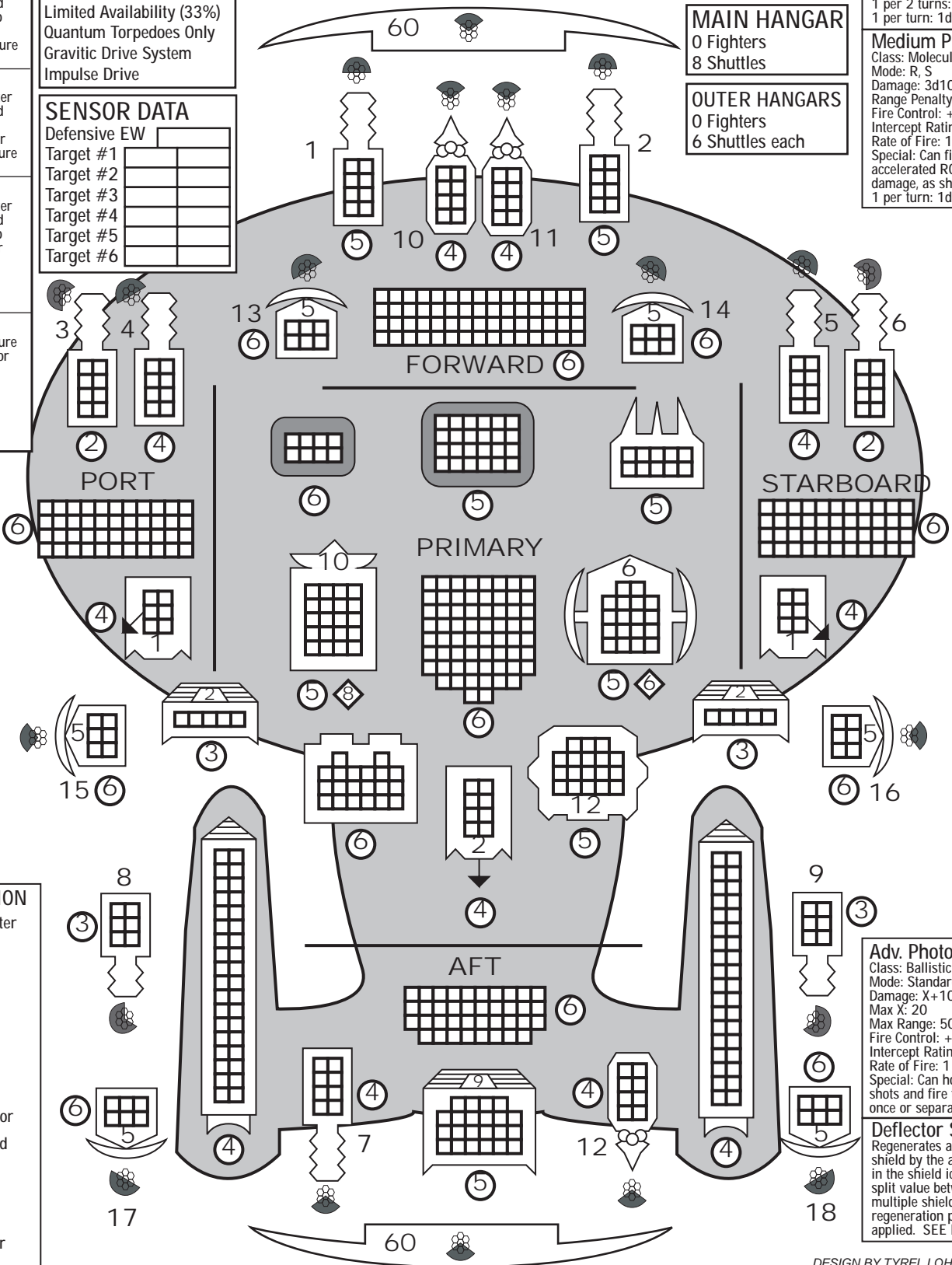
| | |
|-----------|--|
| Target #1 | |
| Target #2 | |
| Target #3 | |
| Target #4 | |
| Target #5 | |
| Target #6 | |

| AFT HITS | |
|----------|------------------|
| 1-4: | Impulse Thruster |
| 5-6: | Deflector Shield |
| 7: | Photon Torpedo |
| 8: | Medium Phaser |
| 9: | Heavy Phaser |
| 10-13: | Warp Engine |
| 14-18: | Aft Structure |
| 19-20: | PRIMARY Hit |

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

MAIN HANGAR
0 Fighters
8 Shuttles

OUTER HANGARS
0 Fighters
6 Shuttles each



ICON RECOGNITION

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

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

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.