



Federation Oberth Science Vessel

SPECS Class: Medium Ship In Service: 2243 Point Value: 300 Ramming Factor: 50 Warp Delay: 6 Turns	MANEUVERING Turn Cost: 1/2 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 1+1 Thrust	COMBAT STATS Fwd/Aft Defense: 12 Stb/Port Defense: 14 Engine Efficiency: 2/1 Extra Power: 1 Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA 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.

FORWARD HITS 1-3: Deflector Shield 4-8: Light Phaser 9-17: Structure 18-20: PRIMARY Hit
--

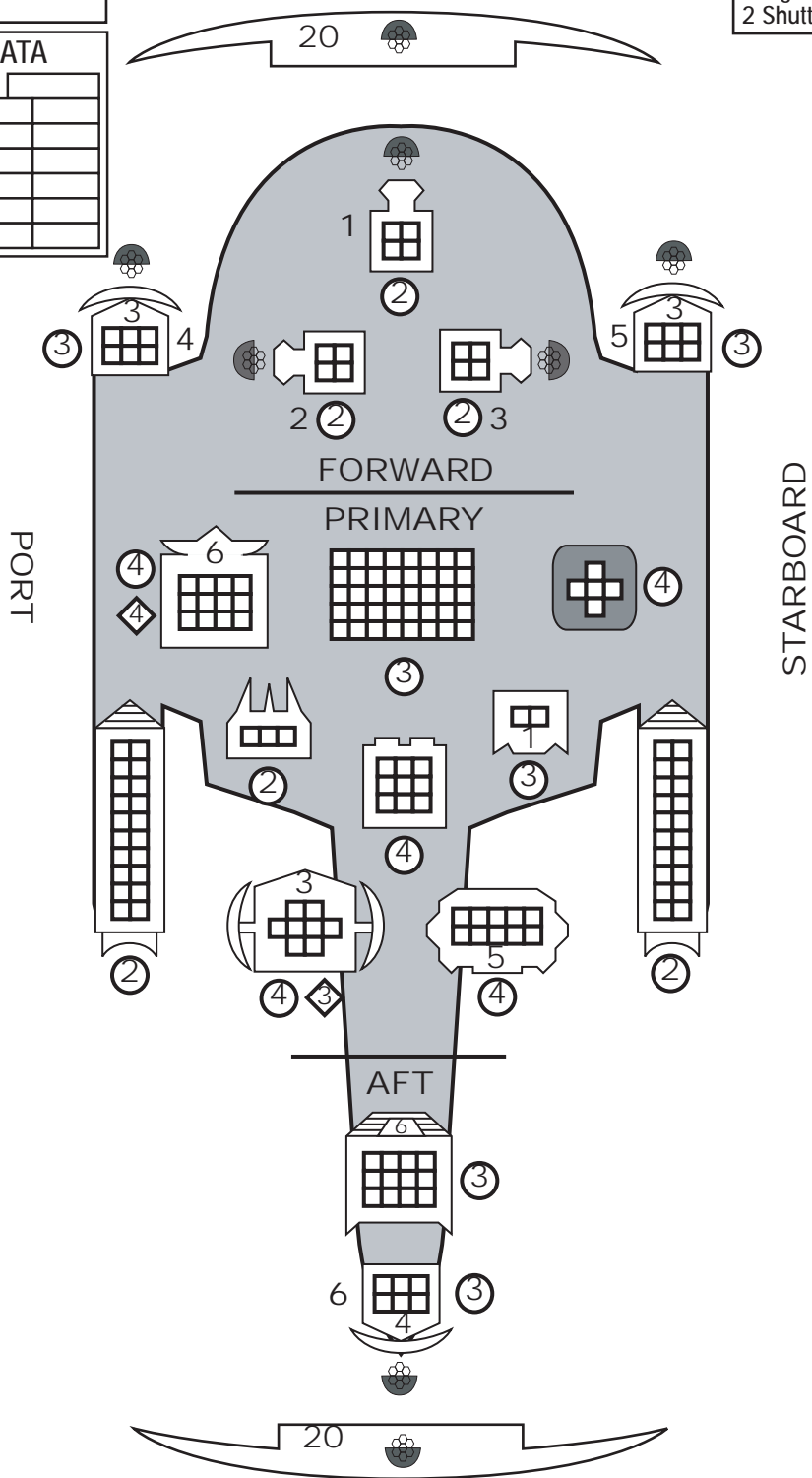
SPECIAL NOTES ELINT Ship Gravitic Drive System Impulse Drive
--

AFT HITS 1-5: Impulse Thruster 6-7: Deflector Shield 8-16: Structure 17-20: PRIMARY Hit
--

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

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

HANGAR
0 Fighters
2 Shuttles



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Shield Generator
Deflector Shield
Warp Engine
Light Phaser