



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.

HANGAR

0 Fighters
 2 Shuttles

FORWARD HITS

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

AFT HITS

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

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

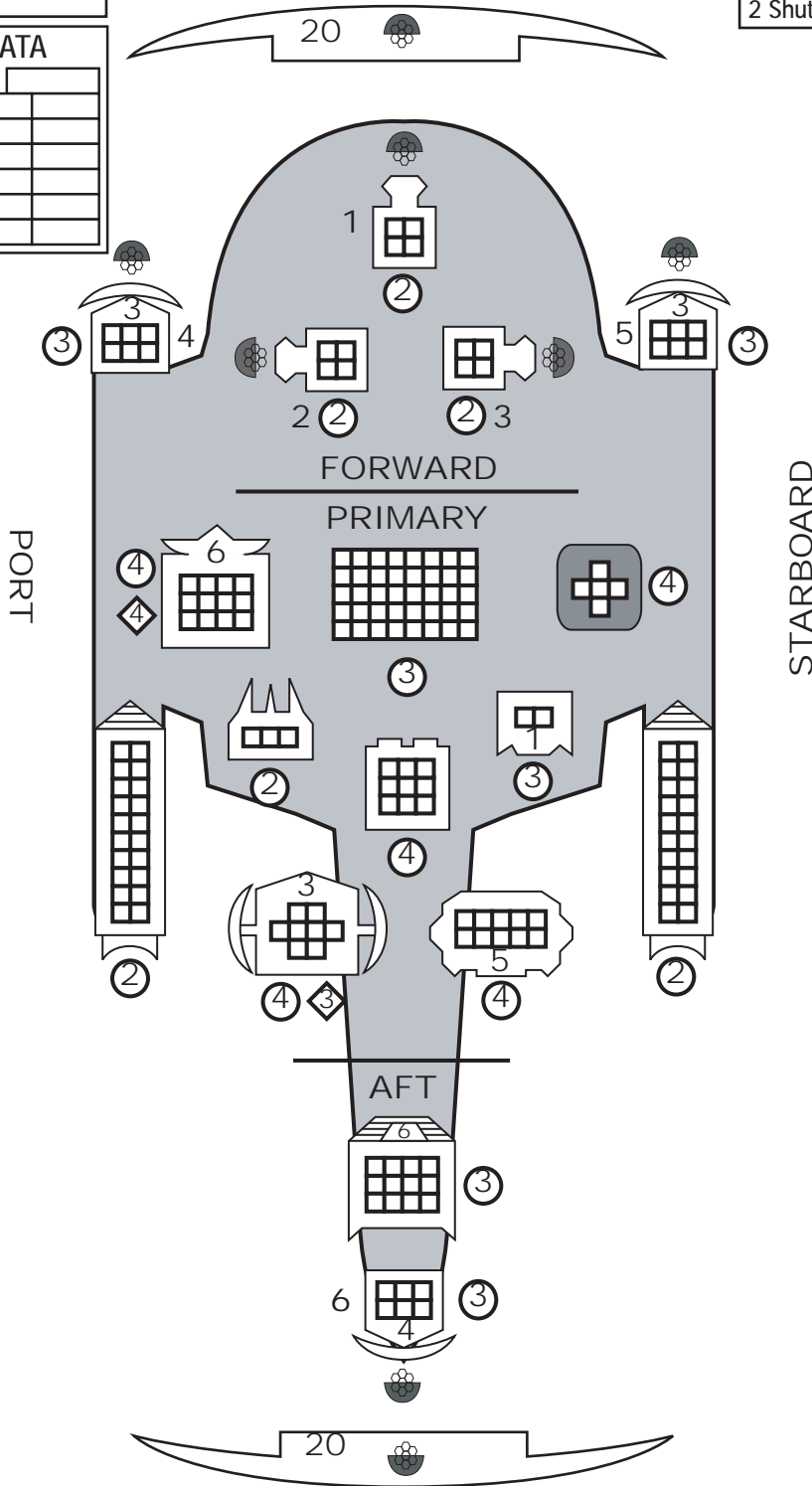
SPECIAL NOTES

ELINT Ship
 Gravitic Drive System
 Impulse Drive

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

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