



Federation R1 Defense Outpost

SPECS
 Class: Capital Base
 In Service: 2257
 Point Value: 700
 Ramming Factor: 200
 Warp Delay: N/A

MANEUVERING
 Turn Cost: N/A
 Turn Delay: N/A
 Accel/Decel Cost: N/A
 Pivot Cost: N/A
 Roll Cost: N/A

COMBAT STATS
 Fwd/Aft Defense: 20
 Stb/Port Defense: 20
 Engine Efficiency: N/A
 Extra Power: 0
 Initiative Bonus: N/A

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

Light Photon Torpedo
 Class: Ballistic + Antimatter
 Mode: Standard
 Damage: X+10
 Max X: 10
 Range Penalty: None
 Max Range: 35 hexes
 Fire Control: +3/+1/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Hvy Deflector Shield
 Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +2 regeneration per power applied.

HANGAR
 0 Fighters
 10 Shuttles

SECTION HITS
 1-2: Hvy Deflector Shield
 3-5: Medium Phaser
 6-8: Lt Photon Torpedo
 9-10: Cargo
 11: Reactor
 12-18: Section Structure
 19-20: PRIMARY Hit

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

Note: Heavy deflector shields are part of both forward/aft and appropriate side structure.

SENSOR DATA

Defensive EW

Target #1

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Target #2

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Target #3

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Target #4

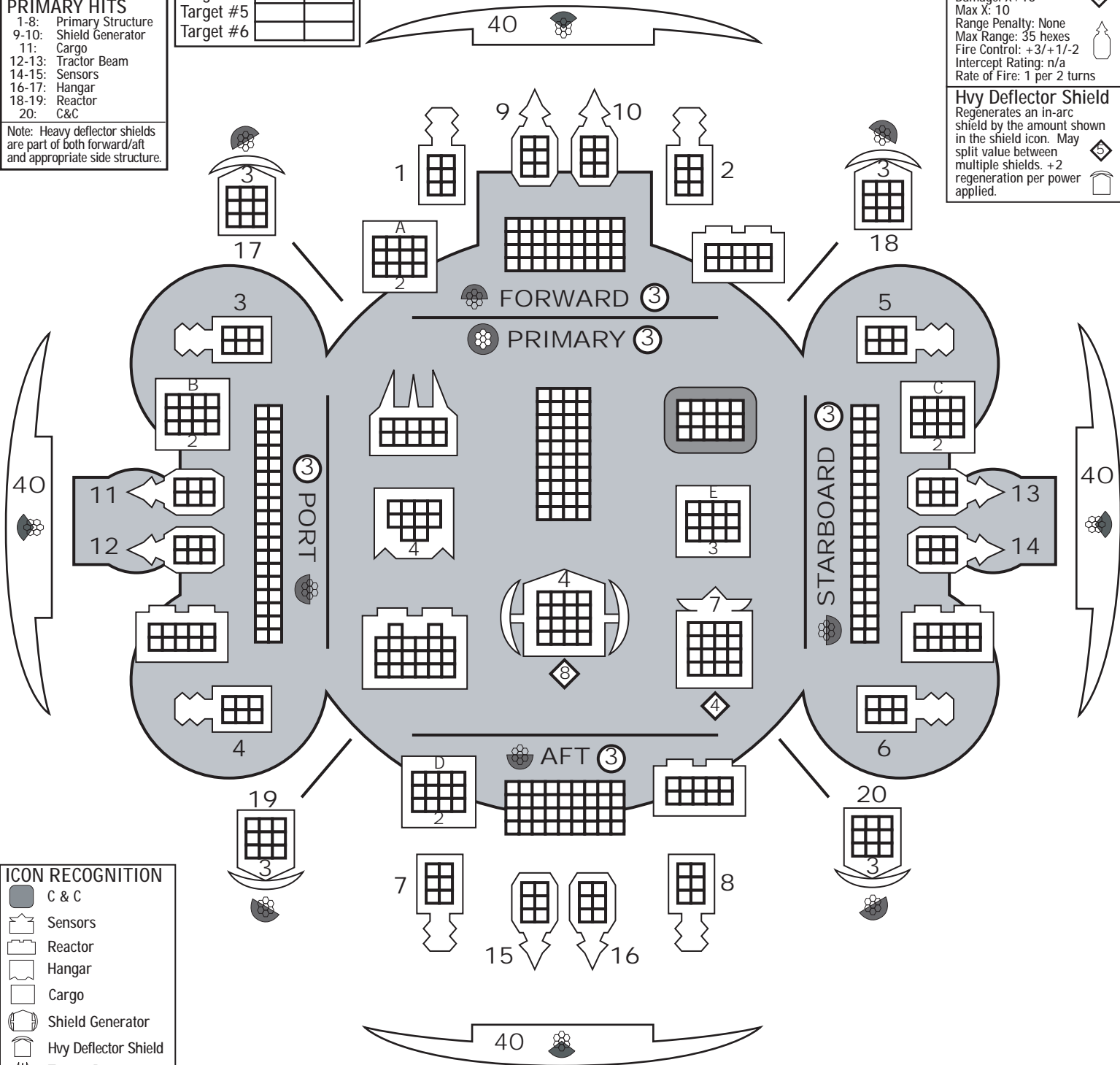
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Target #5

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Target #6

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ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Shield Generator
- Hvy Deflector Shield
- Tractor Beam
- Medium Phaser
- Lt Photon Torpedo