



Federation Saladin Destroyer

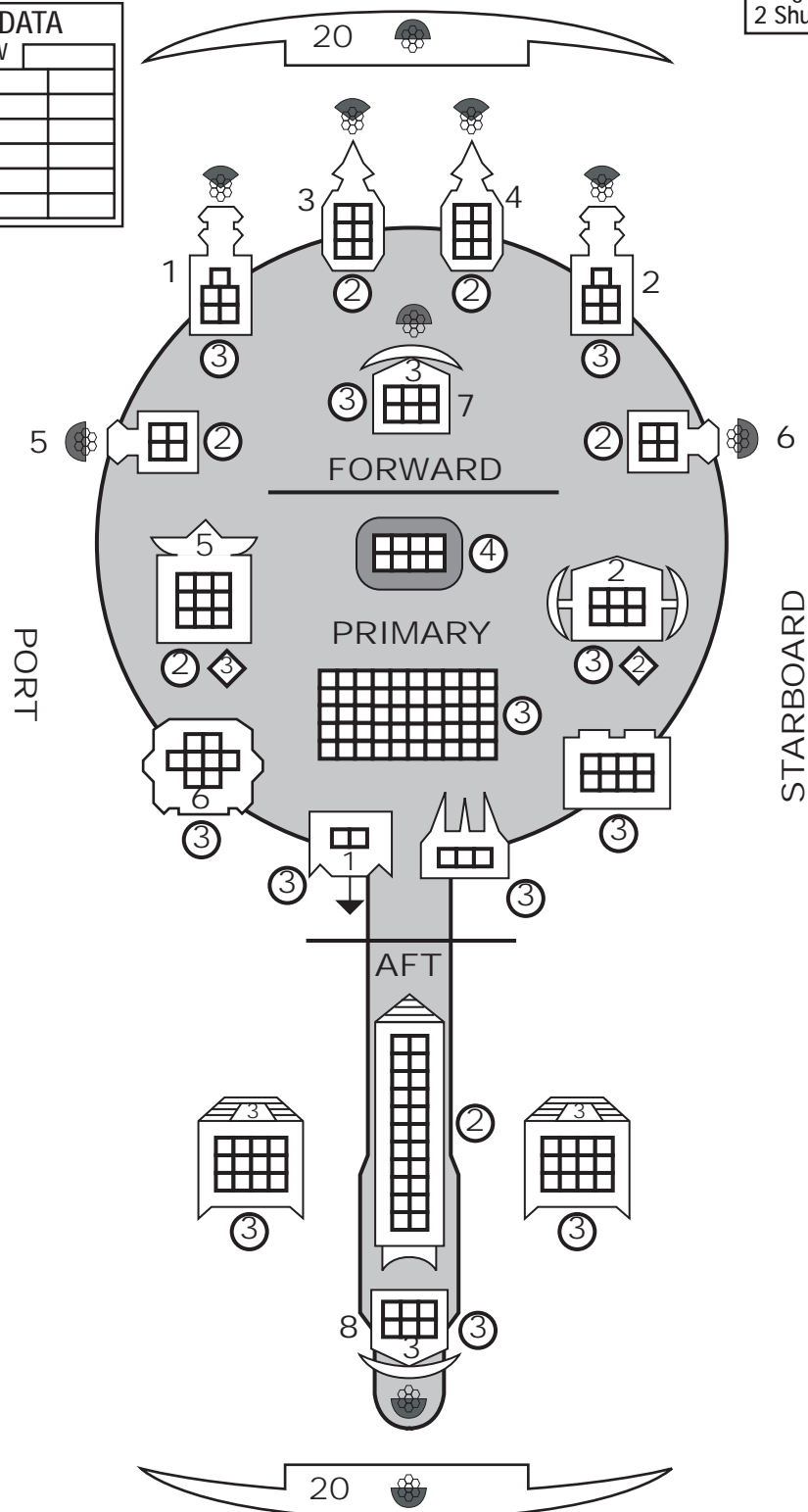
SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 12
In Service: 2245	Turn Delay: 1/3 Speed	Stb/Port Defense: 10
Point Value: 275	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 2/1
Ramming Factor: 50	Pivot Cost: 1+1 Thrust	Extra Power: 0
Warp Delay: 9 Turns	Roll Cost: 1+1 Thrust	Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA	
Intermediate Phaser Bank	Class: Molecular Mode: R (8), S Damage: 2d10+2 Range Penalty: -1 per 2 hexes Fire Control: +2/+2/+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 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
Light Photon Torpedo	Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 10 Max Range: 35 hexes Fire Control: +3/+1/-2 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
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	
1-2:	Deflector Shield
3-5:	Light Photon Torpedo
6-8:	Intermediate Phaser
9-10:	Light Phaser
11-16:	Structure
17-20:	PRIMARY Hit
AFT HITS	
1-4:	Impulse Thruster
5-6:	Deflector Shield
7-9:	Warp Engine
10-16:	Structure
17-20:	PRIMARY Hit
PRIMARY HITS	
1-5:	Tractor Beam
6-9:	Shield Generator
10-12:	Sensors
13-14:	Hangar
15-17:	Engine
18-19:	Reactor
20:	C&C

SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Intermediate Phaser
	Light Phaser
	Lt Photon Torpedo