



Federation Shelley Military Transport

SPECS		MANEUVERING		COMBAT STATS		
Class: Capital Ship		Turn Cost: 1 x Speed		Fwd/Aft Defense: 16		
In Service: 2304		Turn Delay: 2/3 Speed		Stb/Port Defense: 16		
Point Value: 375		Accel/Decel Cost: 4 Thrust		Engine Efficiency: 3/1		
Ramming Factor: 170		Pivot Cost: 3+3 Thrust		Extra Power: 0		
Warp Delay: 5 Turns		Roll Cost: 2+2 Thrust		Initiative Bonus: +0		
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 2 3 4 4 5 6 6 7 8 8					

WEAPON DATA	
Medium Phaser Bank	
Class: Molecular	3
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 Phaser Bank	
Class: Molecular	2
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	
Class: Molecular	4
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
4-6:	Medium Phaser
7-18:	Forward Structure
19-20:	PRIMARY Hit

SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	

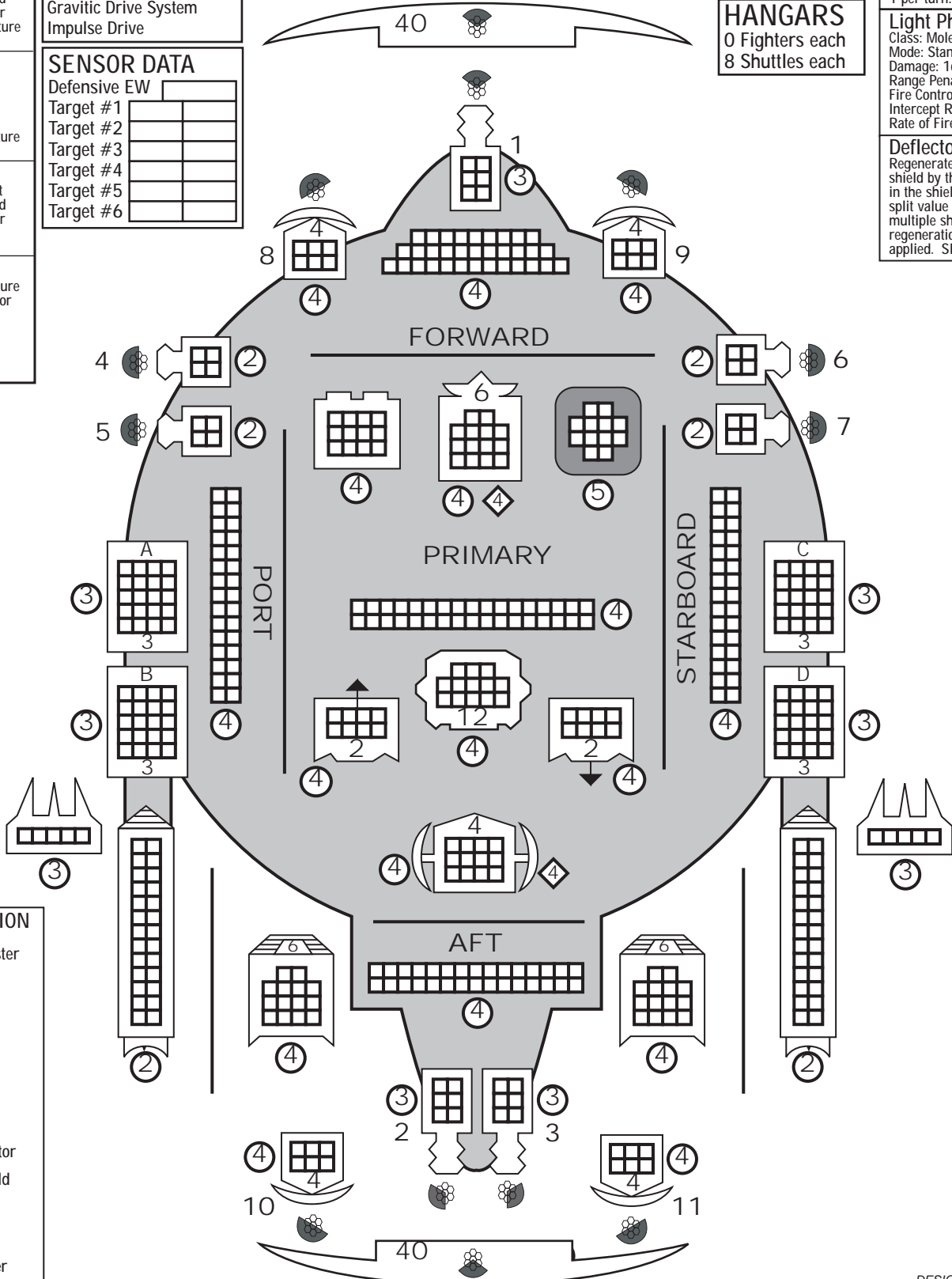
SIDE HITS	
1-3:	Light Phaser
4:	Tractor Beam
5-8:	Cargo
9-11:	Warp Engine
12-18:	Port/Stb Structure
19-20:	PRIMARY Hit

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

AFT HITS	
1-4:	Impulse Thrust
5-7:	Deflector Shield
8-9:	Medium Phaser
10-18:	Aft Structure
19-20:	PRIMARY Hit

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

HANGARS
0 Fighters each
8 Shuttles each



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Shield Generator
	Deflector Shield
	Warp Engine
	Tractor Beam
	Medium Phaser
	Light Phaser