



Federation Wells Time Ship



SPECS	MANEUVERING												COMBAT STATS		
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed												Fwd/Aft Defense: 15		
In Service: 2850	Turn Delay: 1/2 Speed												Stb/Port Defense: 15		
Point Value: 2000	Accel/Decel Cost: 2 Thrust												Engine Efficiency: 2/1		
Ramming Factor: 130	Pivot Cost: 2+2 Thrust												Extra Power: 0		
Warp Delay: 1 Turn	Roll Cost: 2+2 Thrust												Initiative Bonus: +7		
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	
Hvy Subatomic Disruptor	Class: EM+Molecular Mode: Piercing Damage: 5d10+30 Range Penalty: -1 per 4 hexes Fire Control: +8/+6/+0 Intercept Rating: n/a Rate of Fire: 1 per turn
Subatomic Disruptor	Class: EM+Molecular Mode: Piercing Damage: 4d10+10 Range Penalty: -1 per 3 hexes Fire Control: +6/+3/+0 Intercept Rating: n/a Rate of Fire: 1 per turn
Adv 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. SEE RULES.

FORWARD HITS	
1-3:	Deflector Shield
4-6:	Hvy Subatomic Dptr
7-9:	Subatomic Disruptor
10-18:	Forward Structure
19-20:	PRIMARY Hit

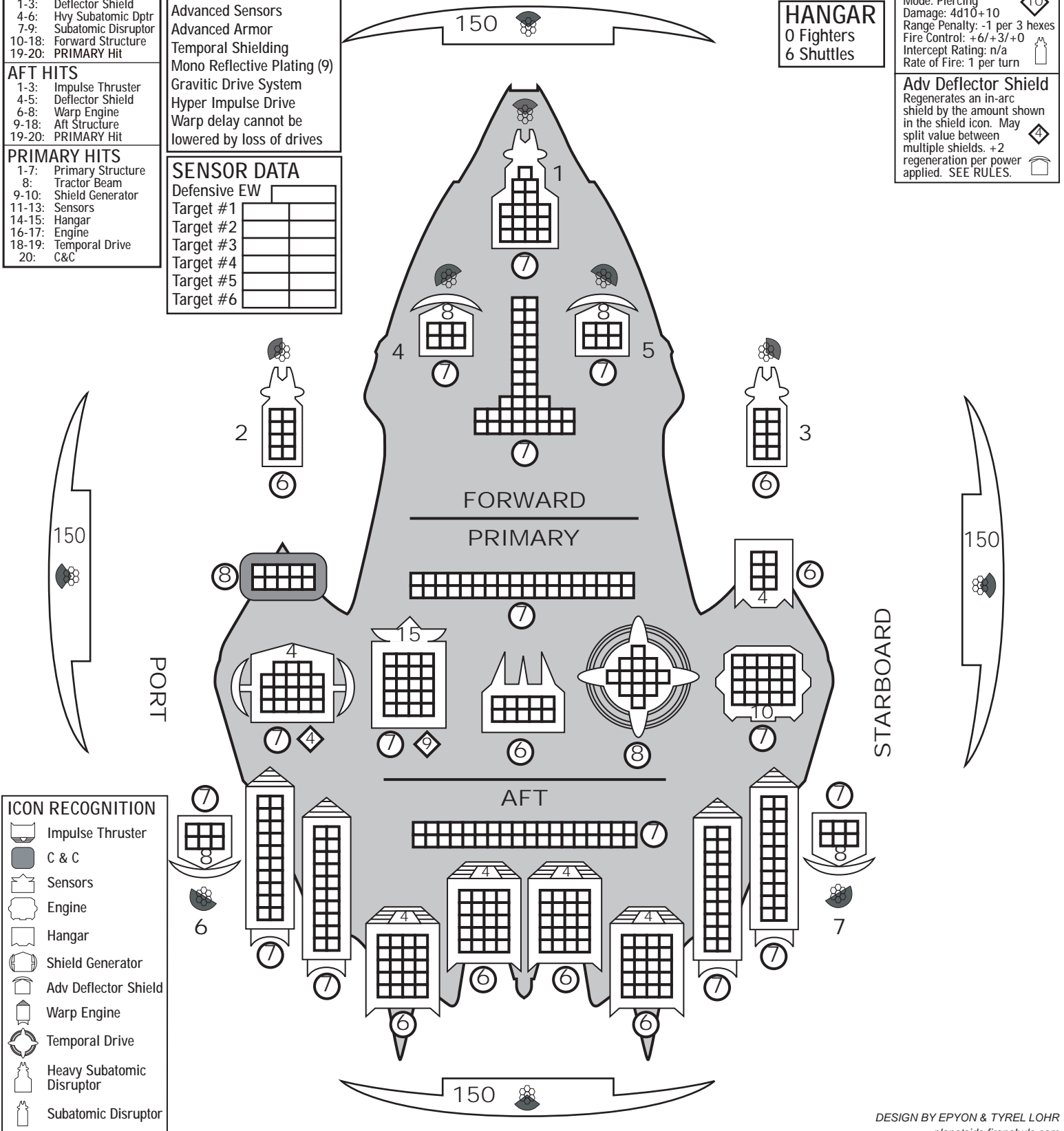
AFT HITS	
1-3:	Impulse Thruster
4-5:	Deflector Shield
6-8:	Warp Engine
9-18:	Aft Structure
19-20:	PRIMARY Hit

PRIMARY HITS	
1-7:	Primary Structure
8:	Tractor Beam
9-10:	Shield Generator
11-13:	Sensors
14-15:	Hangar
16-17:	Engine
18-19:	Temporal Drive
20:	C&C

SPECIAL NOTES	
Advanced Sensors	
Advanced Armor	
Temporal Shielding	
Mono Reflective Plating (9)	
Gravitic Drive System	
Hyper Impulse Drive	
Warp delay cannot be lowered by loss of drives	

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

HANGAR
0 Fighters
6 Shuttles



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Hangar
	Shield Generator
	Adv Deflector Shield
	Warp Engine
	Temporal Drive
	Heavy Subatomic Disruptor
	Subatomic Disruptor