

Version 2: 2E/ST

Name: _____

Counter: _____



2ND EDITION

SPECS

Class: Hvy Combat Vsl
In Service: 2274
Point Value: 395
Ramming Factor: 80
Warp Delay: 6 Turns

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +6

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

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

Early Photon Torpedo
Class: Ballistic + Antimatter
Mode: Standard
Damage: X+6
Max X: 10
Range Penalty: None
Max Range: 30 hexes
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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

FORWARD HITS

1-3: Deflector Shield
4-5: Medium Phaser
6-9: Early Photon Torp
10-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-4: Impulse Thruster
5-6: Deflector Shield
7-9: Light Phaser
10-12: Warp Engine
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Structure
7-8: Tractor Beam
9-10: Marine Barracks
11: Shield Generator
12-13: Sensors
14-15: Hangar
16-18: Engine
19: Reactor
20: C&C

SPECIAL NOTES

Limited Availability (33%)
Combat Transporters (+2)
Gravitic Drive System
Impulse Drive

SENSOR DATA

Defensive EW

Target #1

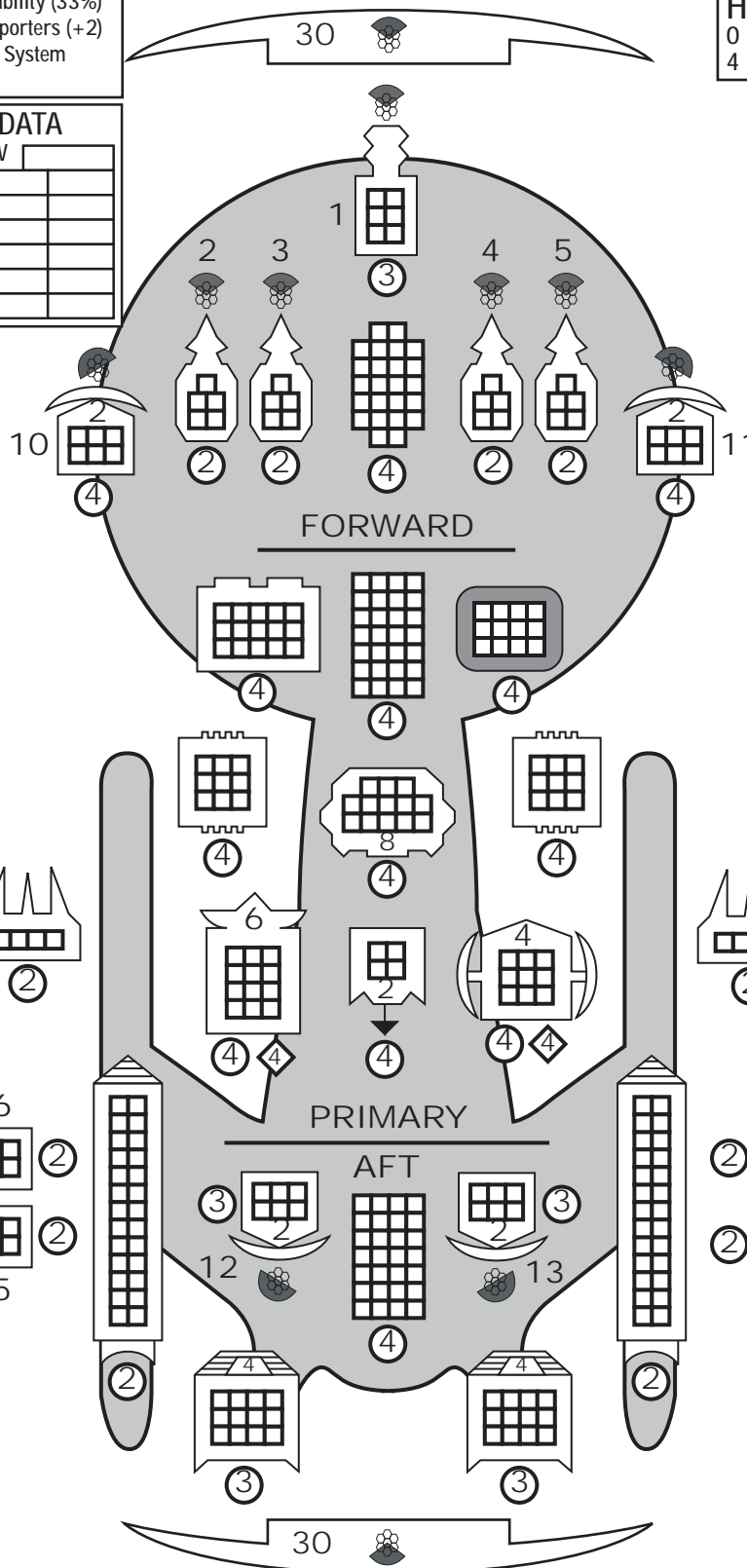
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Marine Barracks
- Early Photon Torpedo
- Medium Phaser
- Light Phaser
- Point Defense Phaser

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.