



# Federation Constitution Heavy Cruiser (Refit)

## SPECS

Class: Hvy Combat Vsl  
In Service: 2270  
Point Value: 750  
Ramming Factor: 170  
Warp Delay: 7 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Def: 14  
Stb/Port Def: 16  
Engine Efficiency: 2/1  
Extra Power: +10  
Initiative Bonus: +2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

## WEAPON DATA

### Medium Phaser

Class: Molecular  
Mode: R, S  
Damage: 3d10+5  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+3/+2  
Intercept Rating: -1  
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

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

### Photon Torpedo

Class: Ballistic + Antimatter  
Mode: Standard  
Damage: X+10  
Max X: 20  
Range Penalty: -1 per 5 hexes  
Max Range: 50 hexes  
Fire Control: +3/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### Light Photon Torpedo

Class: Ballistic + Antimatter  
Mode: Standard  
Damage: X+10  
Max X: 15  
Range Penalty: -1 per 4 hexes  
Max Range: 40 hexes  
Fire Control: +3/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## HANGAR

0 Fighters

6 Shuttles

## SHIELD CHART

Shield Capacity	Max Absorb
70 - 53	35
52 - 36	26
35 - 18	17
17 - 0	9

## FORWARD HITS

1-3: Deflector Shield  
4-6: Photon Torpedo  
7-9: Medium Phaser  
10-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-3: Impulse Thruster  
4-5: Deflector Shield  
6: Medium Phaser  
7: Lt Photon Torpedo  
8: Light Phaser  
9-12: Warp Engine  
13-18: Port/Stb Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

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

## SPECIAL NOTES

Gravitic Drive System  
Impulse Drive  
Special Hull Arrangement  
(No Aft Hits or Structure)

## SENSOR DATA

Defensive EW

Target #1

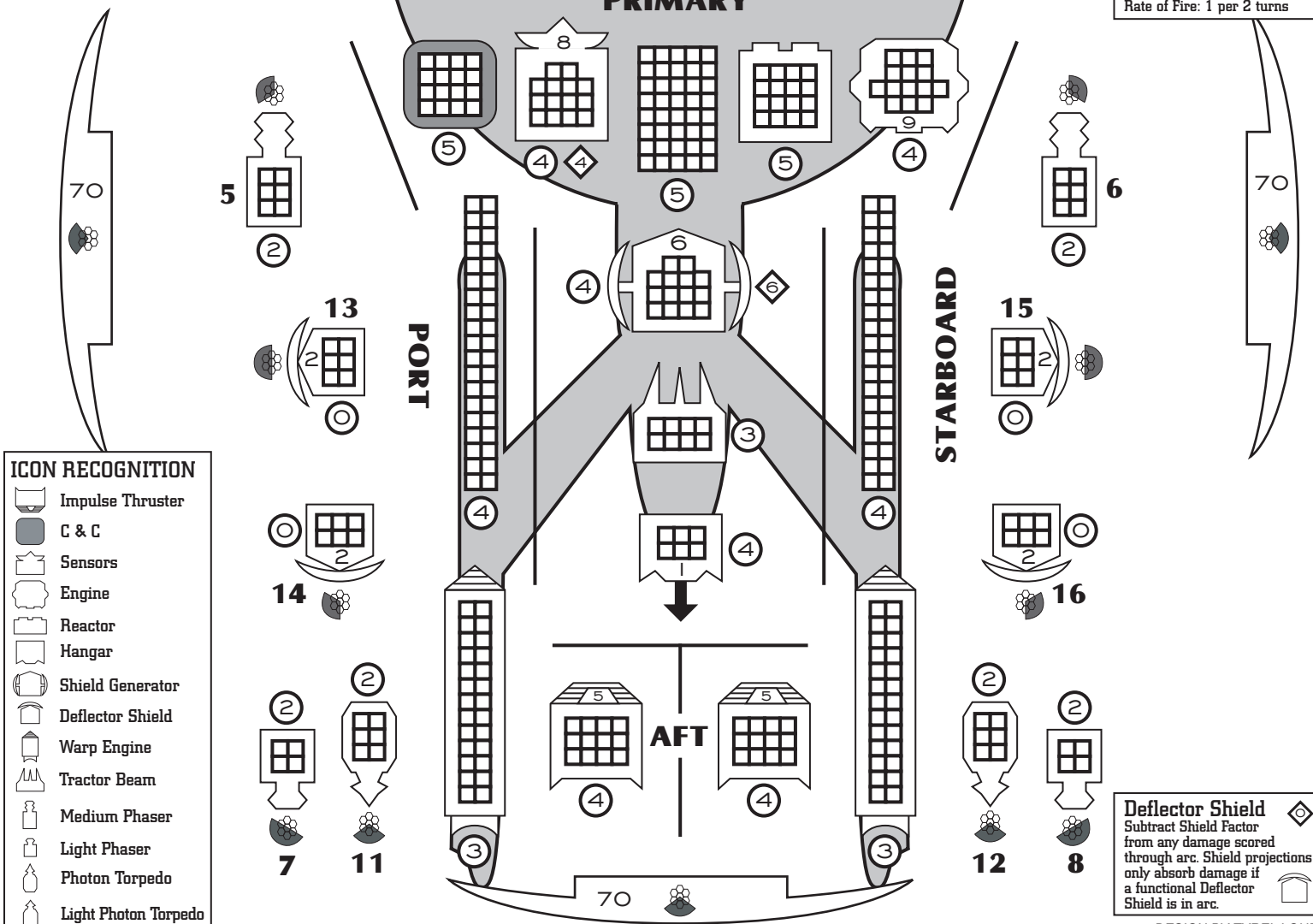
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Tractor Beam
- Medium Phaser
- Light Phaser
- Photon Torpedo
- Light Photon Torpedo

## Deflector Shield

Subtract Shield Factor from any damage scored through arc. Shield projections only absorb damage if a functional Deflector Shield is in arc.