



Federation Sovereign Dreadnought

SPECS

Class: Capital Ship
In Service: 2372
Point Value: 1750
Ramming Factor: 230
Warp Delay: 3 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 16
Engine Efficiency: 5/1
Extra Power: 0
Initiative Bonus: +1

WEAPON DATA

Heavy Phaser
Class: Molecular
Modes: R, S
Damage: 4d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +4/+4/+1
Intercept Rating: -2
Rate of Fire: 1 per 3 turns
Special: Can fire for an accelerated ROF for less damage, as shown below:
1 per 2 turns: 3d10+5
1 per turn: 1d10+4

Medium Phaser
Class: Molecular
Modes: 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

Heavy Advanced Quantum Torpedo
Class: Ballistic + Antimatter
Modes: Standard
Damage: 2X+15
Max X: 10
Range Penalty: -1 per 5 hexes
Max Range: 50 hexes
Fire Control: +4/+3/-3
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Quantum torpedoes only. Can hold up to four shots and fire them all at once or separately. See rules.

Adv. Photon Torpedo
Class: Ballistic + Antimatter
Modes: Standard
Damage: X+10
Max X: 20
Max Range: 50 hexes
Fire Control: +4/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Can hold up to three shots and fire them all at once or separately. See rules.

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.

| 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 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |

FORWARD HITS

1-3: Deflector Shield
4-5: Hvy Quantum Torp
6-7: Photon Torpedo
8-11: Heavy Phaser
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-2: Deflector Shield
3-4: Medium Phaser
5-6: Heavy Phaser
7-9: Warp Engine
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-3: Main Thrust
4-5: Deflector Shield
6-7: Photon Torpedo
8-9: Medium Phaser
10: Aft Hangar
11-14: Warp Engine
15-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

Note: Warp engines are part of both aft and appropriate side structure.

SPECIAL NOTES

Limited Availability (33%)
+1 initiative to fleet
Gravitic Drive System
Impulse Drive

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

2378 Refit

Point Value: 2200

1. Add Photon Torpedoes and aft Medium Phasers.
2. Add five boxes to the ship's reactor.

