



Jem'Hadar Battleship

SPECS	MANEUVERING	COMBAT STATS
Class: Enormous Unit	Turn Cost: 3/2 Speed	Fwd/Aft Defense: 19
In Service:	Turn Delay: 2 x Speed	Stb/Port Defense: 22
Point Value: 3000	Accel/Decel Cost: 6 Thrust	Engine Efficiency: 6/1
Ramming Factor: 720	Pivot Cost: 5+5 Thrust	Extra Power: 0
Warp Delay: 6 Turns	Roll Cost: 5+5 Thrust	Initiative Penalty: -2
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 3 5 6 8 9 11 12 14 15 17 18	
Turn Delay	2 4 6 8 10 12 14 16 18 20 22 24	

WEAPON DATA

Hvy Phased Polaron Bm
 Class: Molecular
 Mode: Raking
 Damage: 4d10+28
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+2/-1
 Intercept Rating: -1
 Rate of Fire: 1 per 3 turns
 Special: Divide damage into two sub-volleys; one is scored as normal, the second ignores all shields. Both are part of the same raking volley.

Phased Polaron Beam
 Class: Molecular
 Mode: Raking
 Damage: 2d10+14
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+3/+2
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns
 Special: Divide damage into two sub-volleys; one is scored as normal, the second ignores all shields. Both are part of the same raking volley.

Tri-Polaron Blaster
 Class: Molecular
 Mode: Standard
 Damage: 2d10+3
 Range Penalty: -1 per hex
 Fire Control: +4/+4/+0
 Intercept Rating: -3
 Rate of Fire: 3 per turn

FORWARD HITS
 1-2: Deflector Shield
 3-5: Hvy Polaron Beam
 6-8: Polaron Torpedo
 9-11: Polaron Beam
 12-18: Forward Structure
 19-20: PRIMARY Hit

SPECIAL NOTES
 Restricted Deployment (10%)
 Enhanced Transporters
 Gravitic Drive System
 Impulse Drive

SIDE HITS
 1-2: Deflector Shield
 3-4: Impulse Thruster
 5: Hvy Polaron Beam
 6-7: Polaron Torpedo
 8: Tri-Polaron Blaster
 9-12: Warp Engine
 13-18: Port/Stb Structure
 19-20: PRIMARY Hit

SENSOR DATA

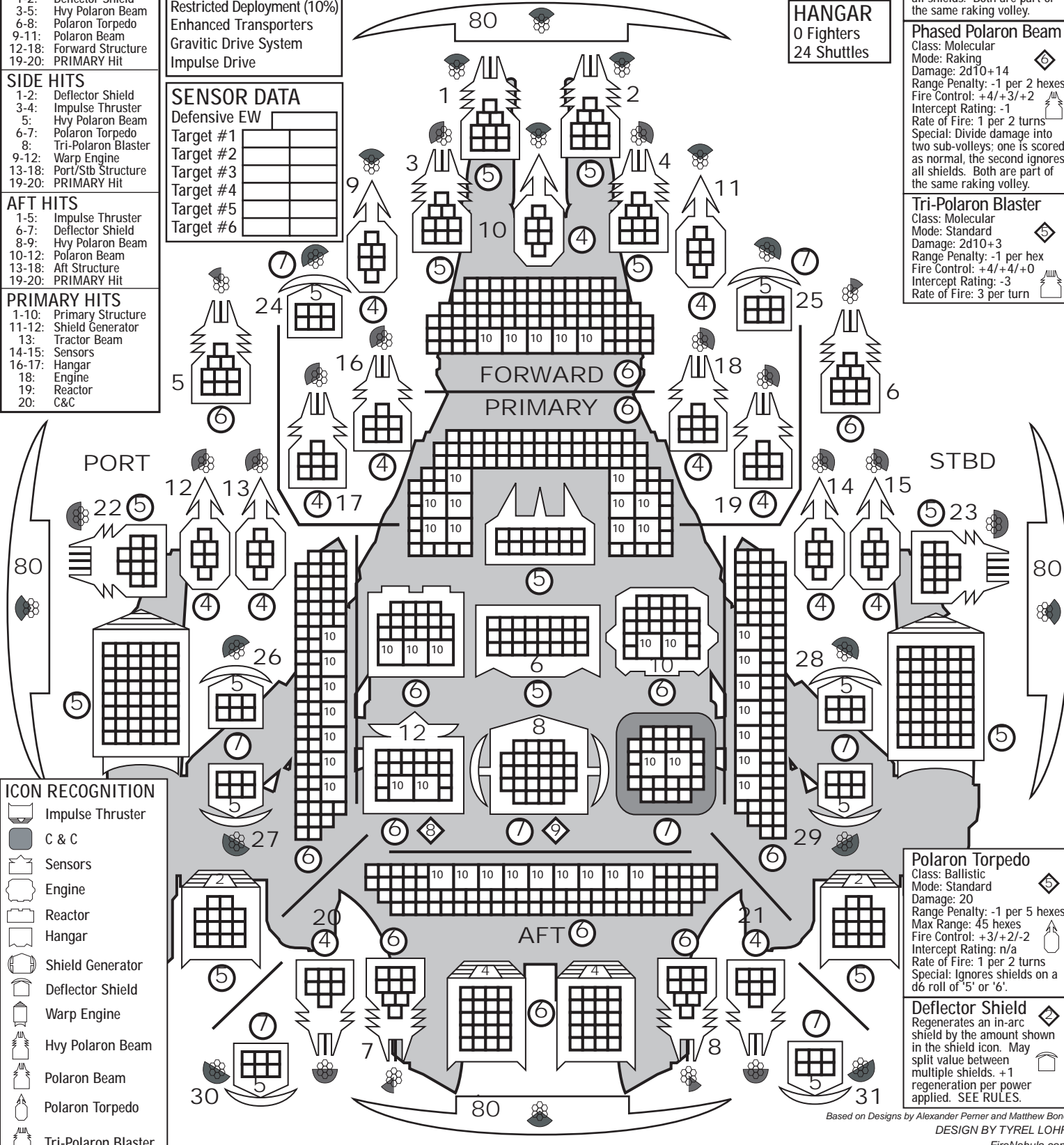
Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

AFT HITS
 1-5: Impulse Thruster
 6-7: Deflector Shield
 8-9: Hvy Polaron Beam
 10-12: Polaron Beam
 13-18: Aft Structure
 19-20: PRIMARY Hit

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

HANGAR
 0 Fighters
 24 Shuttles



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Hvy Polaron Beam
- Polaron Beam
- Polaron Torpedo
- Tri-Polaron Blaster

Polaron Torpedo
 Class: Ballistic
 Mode: Standard
 Damage: 20
 Range Penalty: -1 per 5 hexes
 Max Range: 45 hexes
 Fire Control: +3/+2/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
 Special: Ignores shields on a d6 roll of '5' or '6'.

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.