



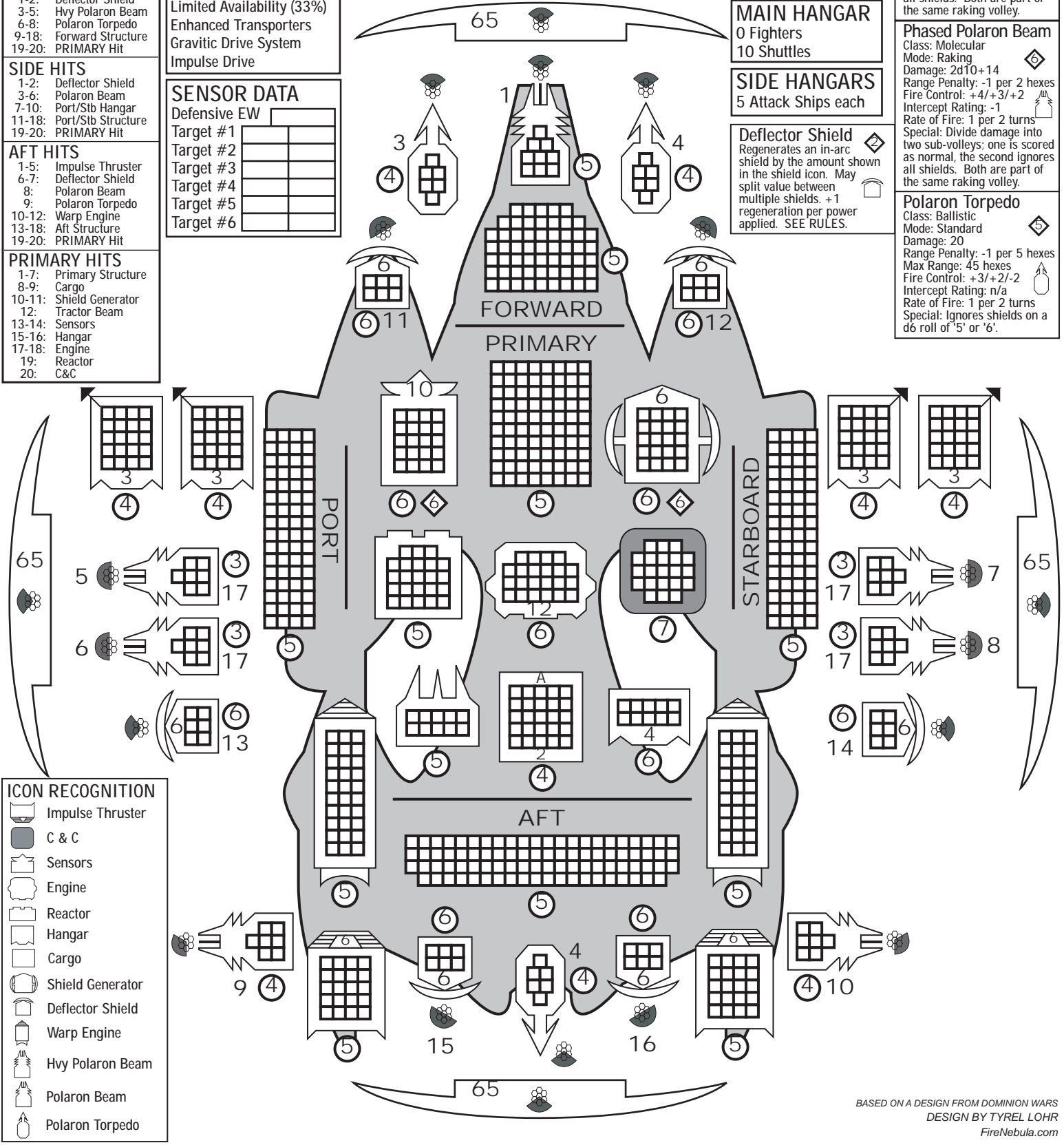
Jem'Hadar Super Carrier

SPECS Class: Capital Ship In Service: Point Value: 1000 Ramming Factor: 420 Warp Delay: 3 Turns	MANEUVERING Turn Cost: 4/3 Speed Turn Delay: 3/2 Speed Accel/Decel Cost: 6 Thrust Pivot Cost: 4+4 Thrust Roll Cost: 4+4 Thrust	COMBAT STATS Fwd/Aft Defense: 18 Stb/Port Defense: 18 Engine Efficiency: 4/1 Extra Power: 0 Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 3 4 6 7 8 10 11 12 14 15 16	
Turn Delay	2 3 5 6 8 9 11 12 14 15 17 18	

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.	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'.
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FORWARD HITS 1-2: Deflector Shield 3-5: Hvy Polaron Beam 6-8: Polaron Torpedo 9-18: Forward Structure 19-20: PRIMARY Hit	SPECIAL NOTES Limited Availability (33%) Enhanced Transporters Gravitic Drive System Impulse Drive
SIDE HITS 1-2: Deflector Shield 3-6: Polaron Beam 7-10: Port/Stb Hangar 11-18: 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: Polaron Beam 9: Polaron Torpedo 10-12: Warp Engine 13-18: Aft Structure 19-20: PRIMARY Hit	
PRIMARY HITS 1-7: Primary Structure 8-9: Cargo 10-11: Shield Generator 12: Tractor Beam 13-14: Sensors 15-16: Hangar 17-18: Engine 19: Reactor 20: C&C	

MAIN HANGAR 0 Fighters 10 Shuttles	SIDE HANGARS 5 Attack Ships each
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.	



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