

# Federation Anton Early Escort Cruiser

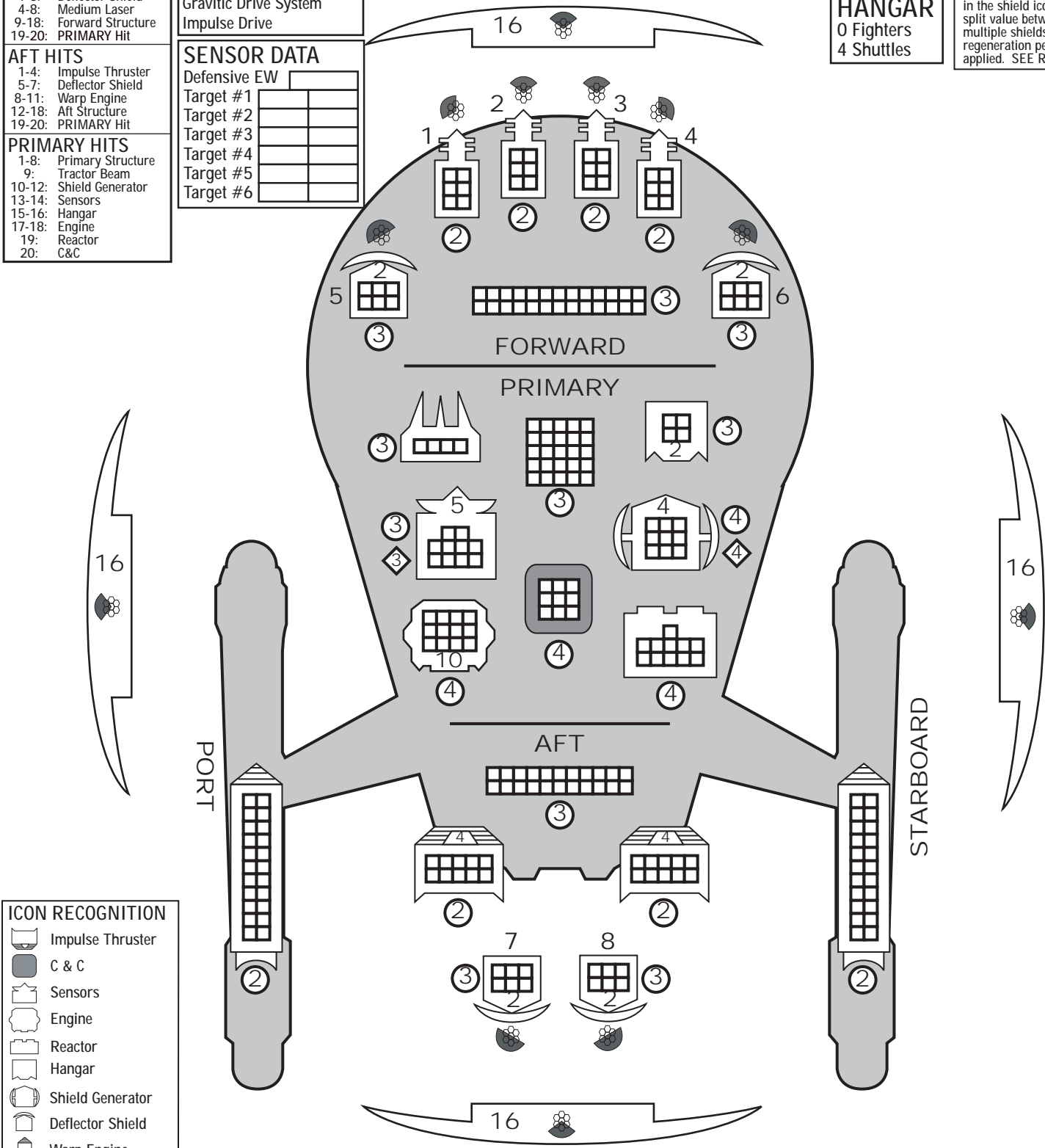
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl In Service: 2242 Point Value: 300 Ramming Factor: 80 Warp Delay: 8 Turns	Turn Cost: 2/3 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 1+1 Thrust Roll Cost: 1+1 Thrust	Fwd/Aft Defense: 13 Stb/Port Defense: 13 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: +6
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 7 8	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
Medium Laser Cannon	
Class: Laser	
Modes: Raking	⚡
Damage: 3d10+12	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+2/-3	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
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.	⚡

FORWARD HITS	
1-3: Deflector Shield	
4-8: Medium Laser	
9-18: Forward Structure	
19-20: PRIMARY Hit	
AFT HITS	
1-4: Impulse Thruster	
5-7: Deflector Shield	
8-11: Warp Engine	
12-18: Aft Structure	
19-20: PRIMARY Hit	
PRIMARY HITS	
1-8: Primary Structure	
9: Tractor Beam	
10-12: Shield Generator	
13-14: Sensors	
15-16: Hangar	
17-18: Engine	
19: Reactor	
20: C&C	

SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

**HANGAR**  
0 Fighters  
4 Shuttles



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Medium Laser