



# Federation Cheyenne Corvette

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1 x Speed	Fwd/Aft Defense: 15
In Service: 2344	Turn Delay: 3/4 Speed	Stb/Port Defense: 17
Point Value: 500	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 130	Pivot Cost: 3+3 Thrust	Extra Power: 0
Warp Delay: 4 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
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 3 4 5 6 6 7 8 9 9	

WEAPON DATA	
<b>Medium Phaser Bank</b>	Class: Molecular Mode: 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
<b>Light Phaser Bank</b>	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
<b>Adv. Photon Torpedo</b>	Class: Ballistic + Antimatter Mode: 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.

FORWARD HITS	
1-3:	Deflector Shield
4-7:	Medium Phaser
8-9:	Light Phaser
10-18:	Forward Structure
19-20:	PRIMARY Hit

**SPECIAL NOTES**  
 Gravitic Drive System  
 Impulse Drive

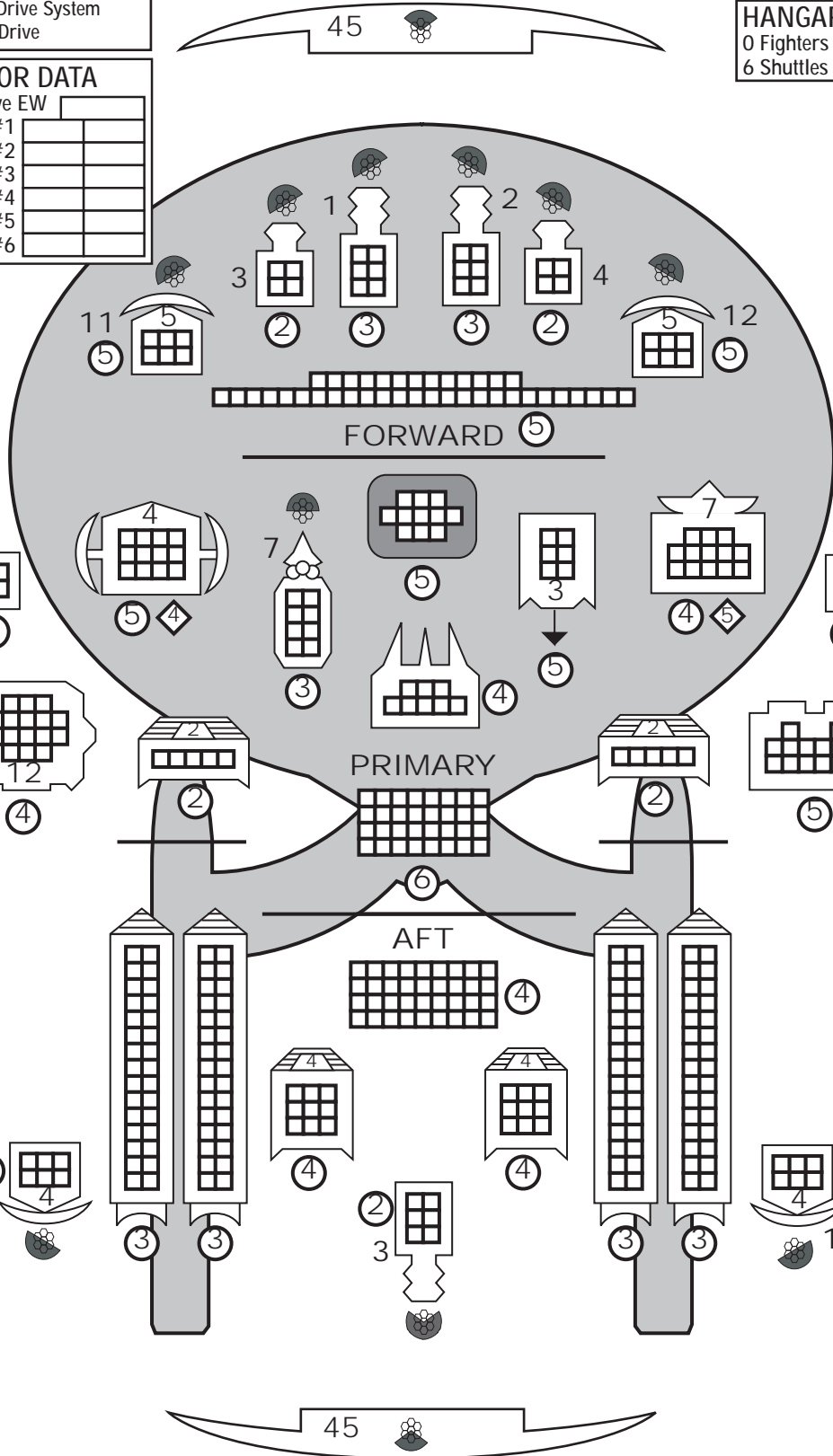
AFT HITS	
1-4:	Impulse Thruster
5-7:	Deflector Shield
8:	Medium Phaser
9-13:	Warp Engine
14-18:	Aft Structure
19-20:	PRIMARY Hit

**SENSOR DATA**

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

PRIMARY HITS	
1-6:	Primary Structure
7-9:	Photon Torpedo
10:	Light Phaser
11:	Shield Generator
12:	Tractor Beam
13-14:	Sensors
15-16:	Hangar
17-18:	Engine
19:	Reactor
20:	C&C

**HANGAR**  
 0 Fighters  
 6 Shuttles



**ICON RECOGNITION**

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Shield Generator
- Deflector Shield
- Warp Engine
- Medium Phaser
- Light Phaser
- Adv. Photon Torpedo

**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.