

Federation Constitution Cruiser

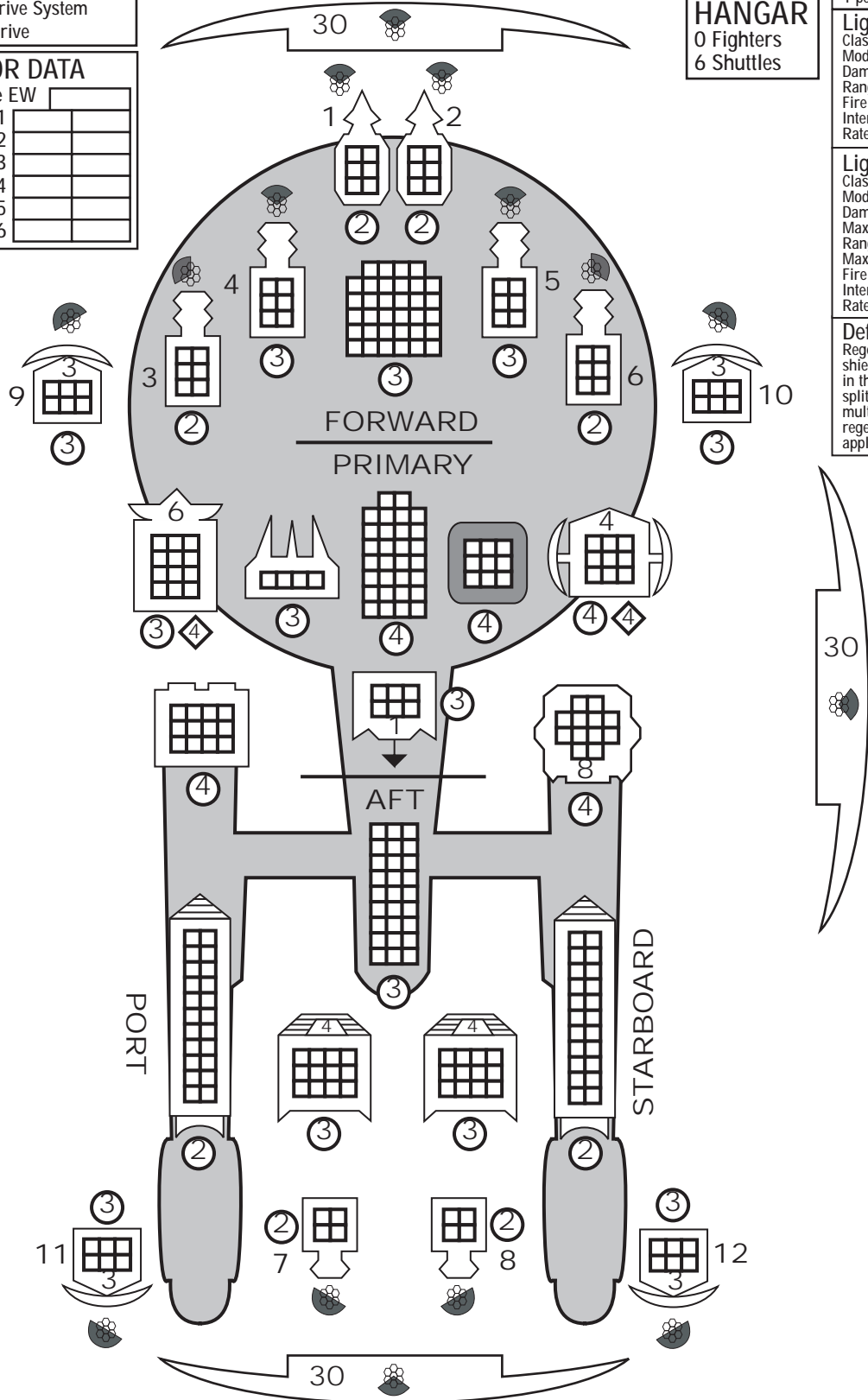
SPECS Class: Hvy Combat Vsl In Service: 2255 Point Value: 380 Ramming Factor: 100 Warp Delay: 7 Turns	MANEUVERING Turn Cost: 2/3 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 2+2 Thrust	COMBAT STATS Fwd/Aft Defense: 13 Stb/Port Defense: 15 Engine Efficiency: 2/1 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 Phaser Bank 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 accelerator ROF for less damage, as shown below: 1 per turn: 1d10+4	Light Phaser Bank 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	Light Photon Torpedo Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 10 Range Penalty: -1 per 4 hexes Max Range: 35 hexes Fire Control: +3/+1/-2 Intercept Rating: n/a Rate of Fire: 1 per 2 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.
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FORWARD HITS 1-2: Deflector Shield 3-5: Photon Torpedo 6-10: Medium Phaser 11-18: Forward Structure 19-20: PRIMARY Hit	AFT HITS 1-4: Impulse Thruster 5-6: Deflector Shield 7-8: Light Phaser 9-12: Warp Engine 13-18: Aft Structure 19-20: PRIMARY Hit	PRIMARY HITS 1-8: Primary Structure 9: Tractor Beam 10-11: Shield Generator 12-13: Sensors 14-15: Hangar 16-17: Engine 18-19: Reactor 20: C&C
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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
6 Shuttles



	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Medium Phaser
	Light Phaser
	Lt Photon Torpedo