

# Federation Constitution Early Cruiser

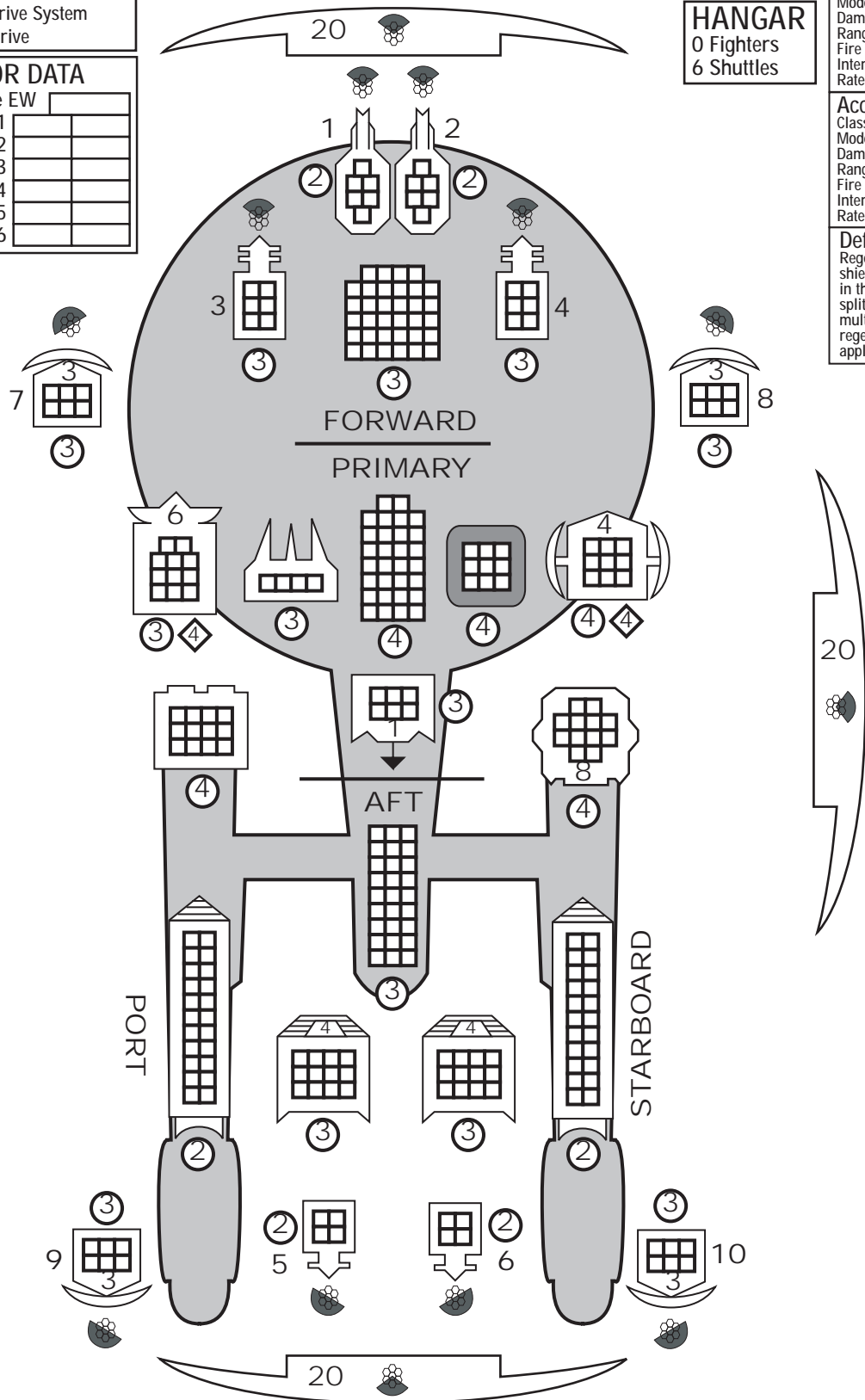
<b>SPECS</b> Class: Hvy Combat Vsl In Service: 2243 Point Value: 330 Ramming Factor: 90 Warp Delay: 7 Turns	<b>MANEUVERING</b> Turn Cost: 2/3 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 2+2 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 13 Stb/Port Defense: 15 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	

<b>WEAPON DATA</b> 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	<b>Light Laser Cannon</b> Class: Laser Modes: Raking Damage: 2d10+7 Range Penalty: -1 per hex Fire Control: +2/+1/-2 Intercept Rating: n/a Rate of Fire: 1 per 2 turns	<b>Accelerator Cannon</b> Class: Matter Modes: Standard Damage: 2d10+1 Range Penalty: -1 per 3 hexes Fire Control: +2/+1/-3 Intercept Rating: n/a Rate of Fire: 1 per 3 turns	<b>Deflector Shield</b> 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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<b>FORWARD HITS</b> 1-2: Deflector Shield 3-6: Accelerator Cannon 7-10: Medium Laser 11-18: Forward Structure 19-20: PRIMARY Hit	<b>AFT HITS</b> 1-4: Impulse Thruster 5-6: Deflector Shield 7-8: Light Phaser 9-12: Warp Engine 13-18: Aft Structure 19-20: PRIMARY Hit	<b>PRIMARY HITS</b> 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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<b>SPECIAL NOTES</b> Gravitic Drive System Impulse Drive	<b>SENSOR DATA</b> 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 Laser
	Light Laser
	Accelerator Cannon