



# Federation Diomedé Medium Cruiser

<b>SPECS</b>		<b>MANEUVERING</b>		<b>COMBAT STATS</b>								
Class: Capital Ship		Turn Cost: 2/3 Speed		Fwd/Aft Defense: 14								
In Service: 2373		Turn Delay: 2/3 Speed		Stb/Port Defense: 15								
Point Value: 700		Accel/Decel Cost: 2 Thrust		Engine Efficiency: 3/1								
Ramming Factor: 180		Pivot Cost: 2+2 Thrust		Extra Power: 0								
Warp Delay: 6 Turns		Roll Cost: 2+2 Thrust		Initiative Bonus: +2								
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	2	2	3	4	4	5	6	6	7	7	8

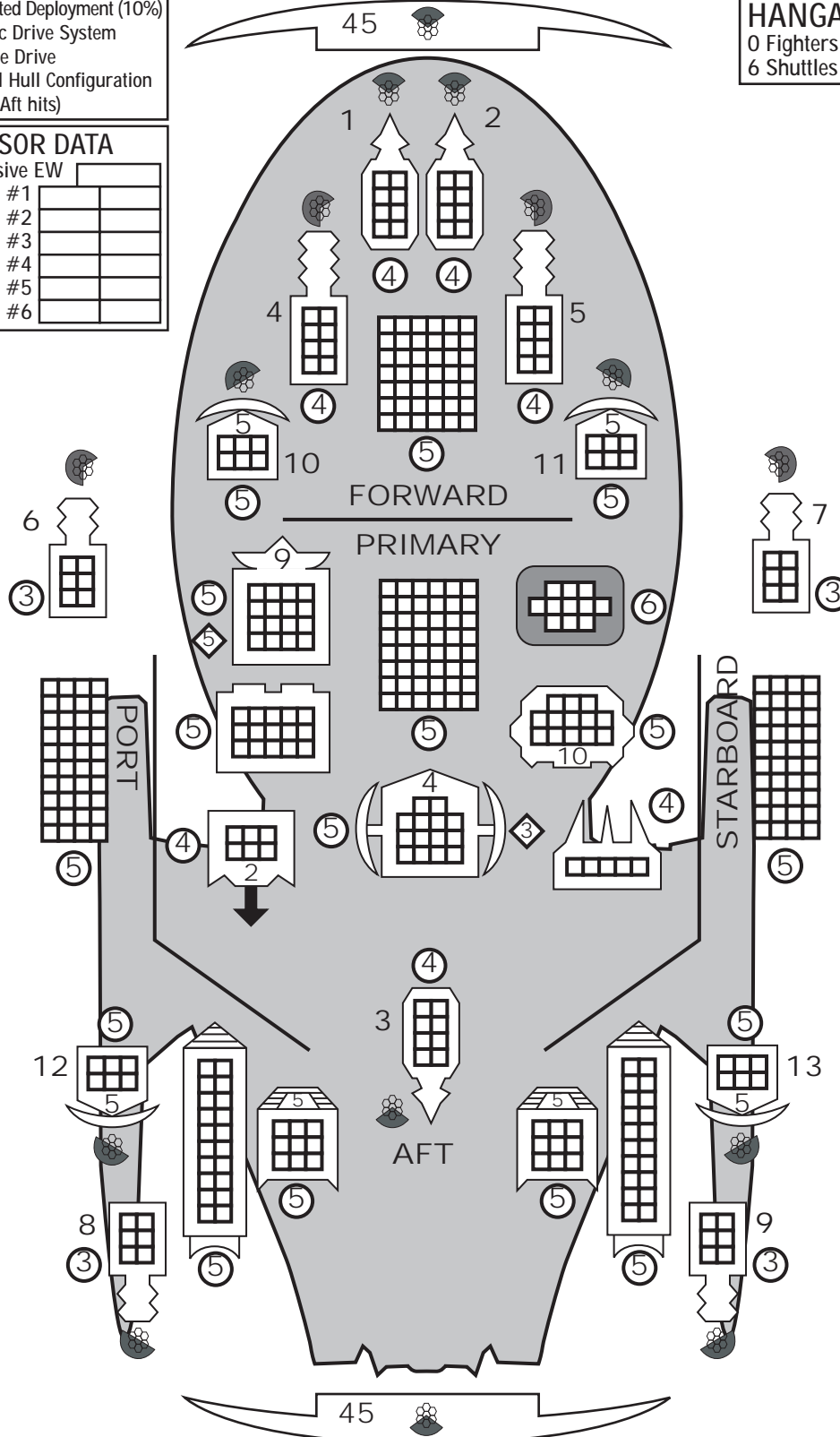
<b>WEAPON DATA</b>	
<b>Heavy Phaser Bank</b>	
Class: Molecular	
Mode: R, S	
Damage: 4d10+10	
Range Penalty: -1 per 3 hexes	
Fire Control: +4/+4/+1	
Intercept Rating: -2	
Rate of Fire: 1 per 3 turns	
Special: Can fire for an accelerated ROF for less damage, as shown below:	
1 per 2 turns: 3d10+5	
1 per turn: 1d10+4	
<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>Photon Torpedo</b>	
Class: Ballistic + Antimatter	
Mode: Standard	
Damage: X+10	
Max X: 20	
Range Penalty: -1 per 5 hexes	
Max Range: 50 hexes	
Fire Control: +4/+2/-3	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	

<b>FORWARD HITS</b>	
1-3:	Deflector Shield
4-6:	Photon Torpedo
7-10:	Heavy Phaser
11-18:	Forward Structure
19-20:	PRIMARY Hit
<b>Side HITS</b>	
1-2:	Impulse Thruster
3-5:	Warp Engine
6-7:	Deflector Shield
8-10:	Medium Phaser
11-18:	Port/Stb Structure
19-20:	PRIMARY Hit
<b>PRIMARY HITS</b>	
1-8:	Primary Structure
9:	Photon Torpedo
10:	Tractor Beam
11-12:	Shield Generator
13-14:	Sensors
15-16:	Hangar
17-18:	Engine
19:	Reactor
20:	C&C

<b>SPECIAL NOTES</b>	
Restricted Deployment (10%)	
Gravitic Drive System	
Impulse Drive	
Special Hull Configuration (No Aft hits)	

<b>SENSOR DATA</b>	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

**HANGAR**  
0 Fighters  
6 Shuttles



<b>ICON RECOGNITION</b>	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Heavy Phaser
	Medium Phaser
	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.