

Federation Essex Advanced Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl In Service: 2377 Point Value: 500 Ramming Factor: 130 Warp Delay: 4 Turns	Turn Cost: 2/3 Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 1+1 Thrust	Fwd/Aft Defense: 11 Stb/Port Defense: 13 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: +7
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 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

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 accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4	

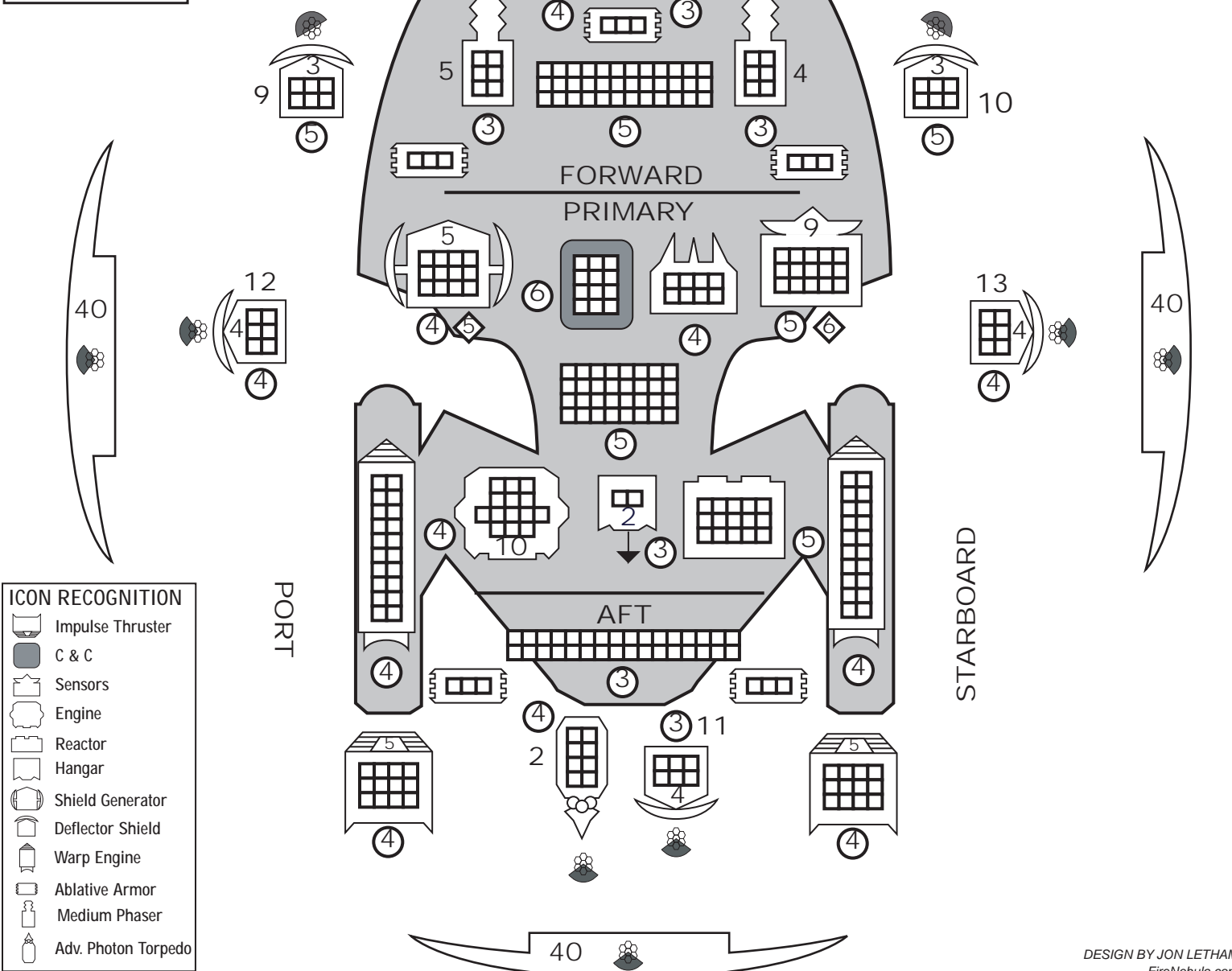
FORWARD HITS	
1-3: Deflector Shield	
4-8: Medium Phaser	
9-11: Adv. Torpedo Laun.	
12-18: Forward Structure	
19-20: PRIMARY Hit	
AFT HITS	
1-4: Impulse Thruster	
5: Deflector Shield	
6-7: Adv. Torpedo Laun.	
8-11: Warp Engine	
12-18: Aft Structure	
19-20: PRIMARY Hit	
PRIMARY HITS	
1-6: Primary Structure	
7-9: Shield Generator	
10: Tractor Beam	
11-12: Sensors	
13-15: Engine	
16-17: Hangar	
18-19: 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
2 Shuttles

Adv. Photon Torpedo	
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 fire for an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4	

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.	



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Ablative Armor
	Medium Phaser
	Adv. Photon Torpedo