



Federation Federation Dreadnought

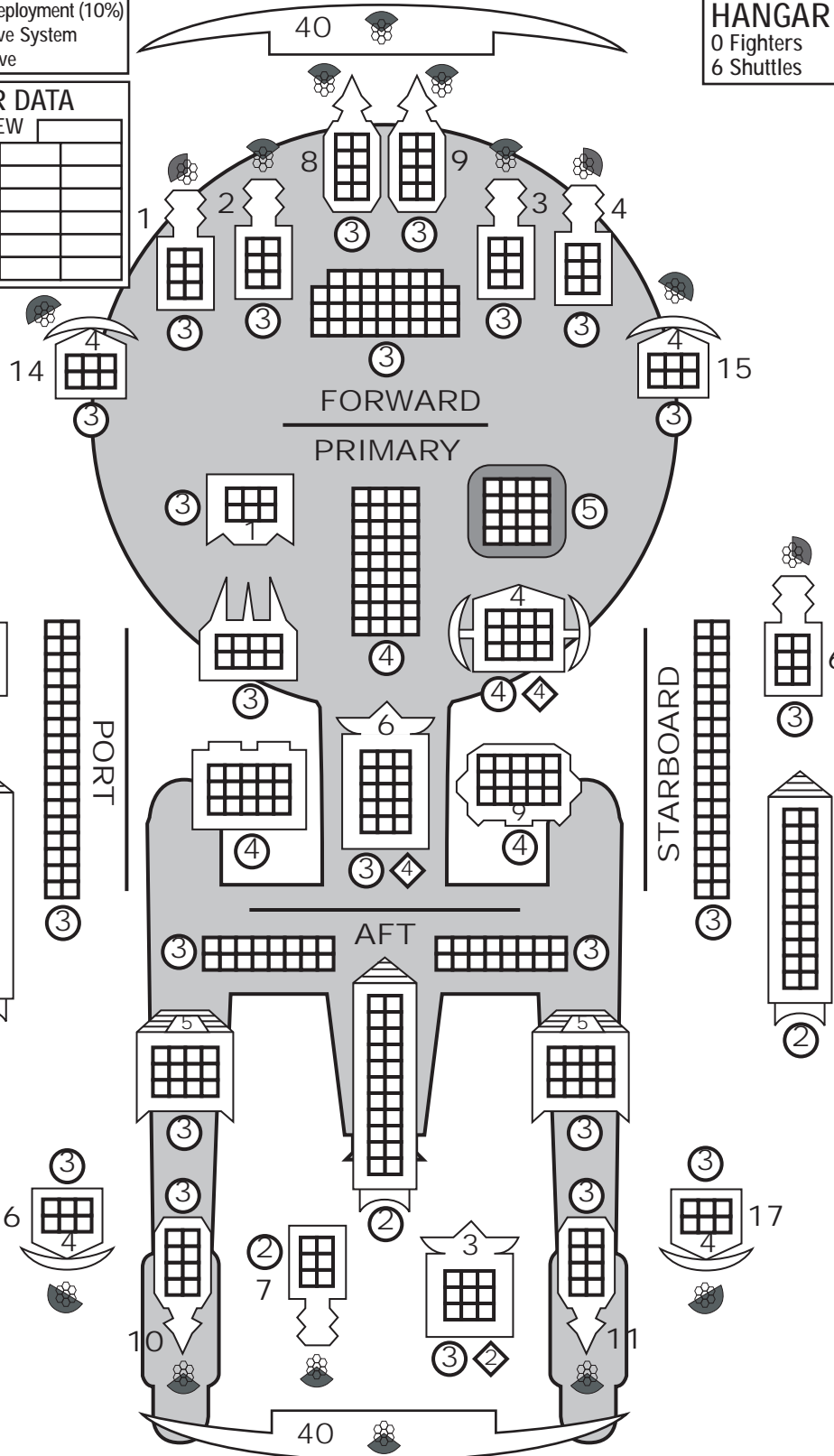
SPECS Class: Capital Ship In Service: 2260 Point Value: 600 Ramming Factor: 150 Warp Delay: 7 Turns	MANEUVERING Turn Cost: 2/3 Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 3+3 Thrust	COMBAT STATS Fwd/Aft Defense: 15 Stb/Port Defense: 17 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: +0
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	

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	Photon Torpedo Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 20 Range Penalty: None Max Range: 50 hexes Fire Control: +4/+2/-3 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.	

FORWARD HITS 1-2: Deflector Shield 3-5: Photon Torpedo 6-9: Medium Phaser 10-18: Forward Structure 19-20: PRIMARY Hit
SIDE HITS 1-3: Medium Phaser 4-7: Warp Engine 8-18: Port/Stb Structure 19-20: PRIMARY Hit
AFT HITS 1-4: Impulse Thruster 5: Deflector Shield 6-7: Medium Phaser 8-9: Photon Torpedo 10: Aft Sensors 11-12: 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

SPECIAL NOTES Restricted Deployment (10%) 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



ICON RECOGNITION
Impulse Thruster
C & C
Sensors
Engine
Reactor
Hangar
Shield Generator
Deflector Shield
Warp Engine
Tractor Beam
Medium Phaser
Photon Torpedo