



Federation Sovereign Dreadnought

SPECS

Class: Capital Ship
 In Service: 2372
 Point Value: 1750
 Ramming Factor: 230
 Warp Delay: 3 Turns

MANEUVERING

Turn Cost: 1 x Speed
 Turn Delay: 1 x Speed
 Accel/Decel Cost: 5 Thrust
 Pivot Cost: 4+4 Thrust
 Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
 Stb/Port Defense: 16
 Engine Efficiency: 5/1
 Extra Power: 0
 Initiative Bonus: +1

WEAPON DATA

Heavy Phaser
 Class: Molecular
 Modes: 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

Medium Phaser
 Class: Molecular
 Modes: 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

Heavy Advanced Quantum Torpedo
 Class: Ballistic + Antimatter
 Modes: Standard
 Damage: 2X+15
 Max X: 10
 Range Penalty: -1 per 5 hexes
 Max Range: 50 hexes
 Fire Control: +4/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per turn
 Special: Quantum torpedoes only. Can hold up to four shots and fire them all at once or separately. See rules.

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

FORWARD HITS
 1-3: Deflector Shield
 4-5: Hvy Quantum Torp
 6-7: Photon Torpedo
 8-11: Heavy Phaser
 12-18: Forward Structure
 19-20: PRIMARY HIT

SIDE HITS
 1-2: Deflector Shield
 3-4: Medium Phaser
 5-6: Heavy Phaser
 7-9: Warp Engine
 10-18: Port/Stb Structure
 19-20: PRIMARY HIT

AFT HITS
 1-3: Main Thrust
 4-5: Deflector Shield
 6-7: Photon Torpedo
 8-9: Medium Phaser
 10: Aft Hangar
 11-14: Warp Engine
 15-18: Aft Structure
 19-20: PRIMARY HIT

PRIMARY HITS
 1-8: Primary Structure
 9-10: Shield Generator
 11: Tractor Beam
 12-13: Sensors
 14-15: Hangar
 16-17: Engine
 18-19: Reactor
 20: C&C

Note: Warp engines are part of both aft and appropriate side structure.

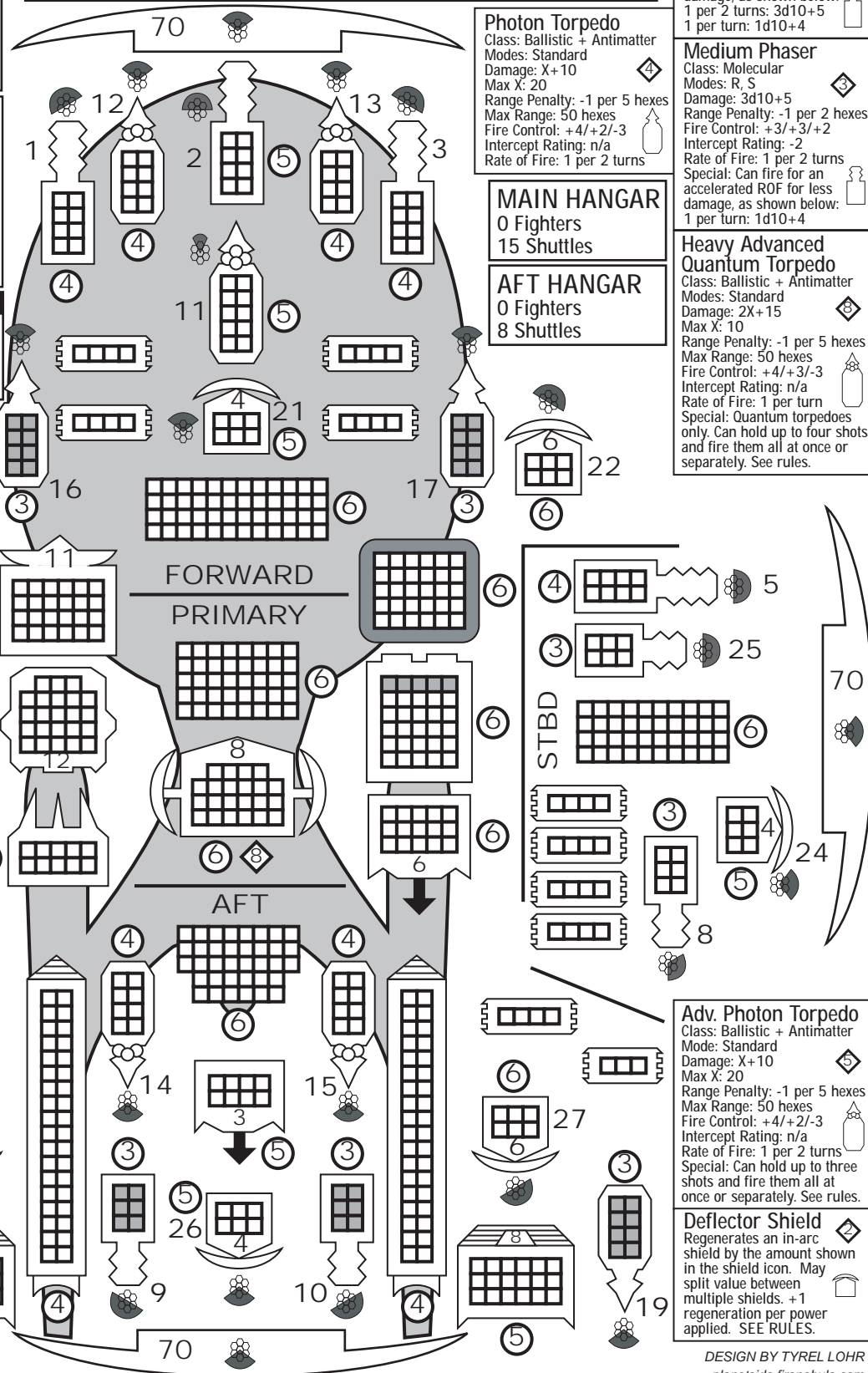
SPECIAL NOTES
 Limited Availability (33%)
 +1 initiative to fleet
 Gravitic Drive System
 Impulse Drive

SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

2378 Refit
 Point Value: 2200
 1. Add Photon Torpedoes and aft Medium Phasers.
 2. Add five boxes to the ship's reactor.



Photon Torpedo
 Class: Ballistic + Antimatter
 Modes: 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

MAIN HANGAR
 0 Fighters
 15 Shuttles

AFT HANGAR
 0 Fighters
 8 Shuttles

ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Heavy Phaser
	Medium Phaser
	Heavy Advanced Quantum Torpedo
	Photon Torpedo
	Ablative Armor

Adv. Photon Torpedo
 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
 Special: Can hold up to three shots and fire them all at once or separately. See rules.

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.