

# Federation Wambundu Heavy Cruiser

## SPECS

Class: Capital Ship  
 In Service: 2328  
 Point Value: 630  
 Ramming Factor: 180  
 Warp Delay: 5 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
 Turn Delay: 1 x Speed  
 Accel/Decel Cost: 3 Thrust  
 Pivot Cost: 2+2 Thrust  
 Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15  
 Stb/Port Defense: 16  
 Engine Efficiency: 3/1  
 Extra Power: 0  
 Initiative Bonus: +2

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

## 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

**Light Phaser**  
 Class: Molecular  
 Mode: Standard  
 Damage: 1d10+4  
 Range Penalty: -1 per hex  
 Fire Control: +3/+3/+3  
 Intercept Rating: -2  
 Rate of Fire: 1 per turn

**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

**Heavy Phaser Bank**  
 Class: Molecular  
 Mode: R, S  
 Damage: 4d10+10  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +4/+3/+0  
 Intercept Rating: -1  
 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

**FORWARD HITS**  
 1-3: Deflector Shield  
 4-6: Photon Torpedo  
 7-9: Medium Phaser  
 10-18: Forward Structure  
 19-20: PRIMARY Hit

**SIDE HITS**  
 1-3: Deflector Shield  
 4-6: Light Phaser  
 7-10: Warp Engine  
 11-18: Port/Stb Structure  
 19-20: PRIMARY Hit

**AFT HITS**  
 1-3: Impulse Thruster  
 4-5: Deflector Shield  
 6-7: Photon Torpedo  
 8-12: Warp Engine  
 13-18: Aft Structure  
 19-20: PRIMARY Hit

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

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

**SPECIAL NOTES**  
 Gravitic Drive System  
 Impulse Drive

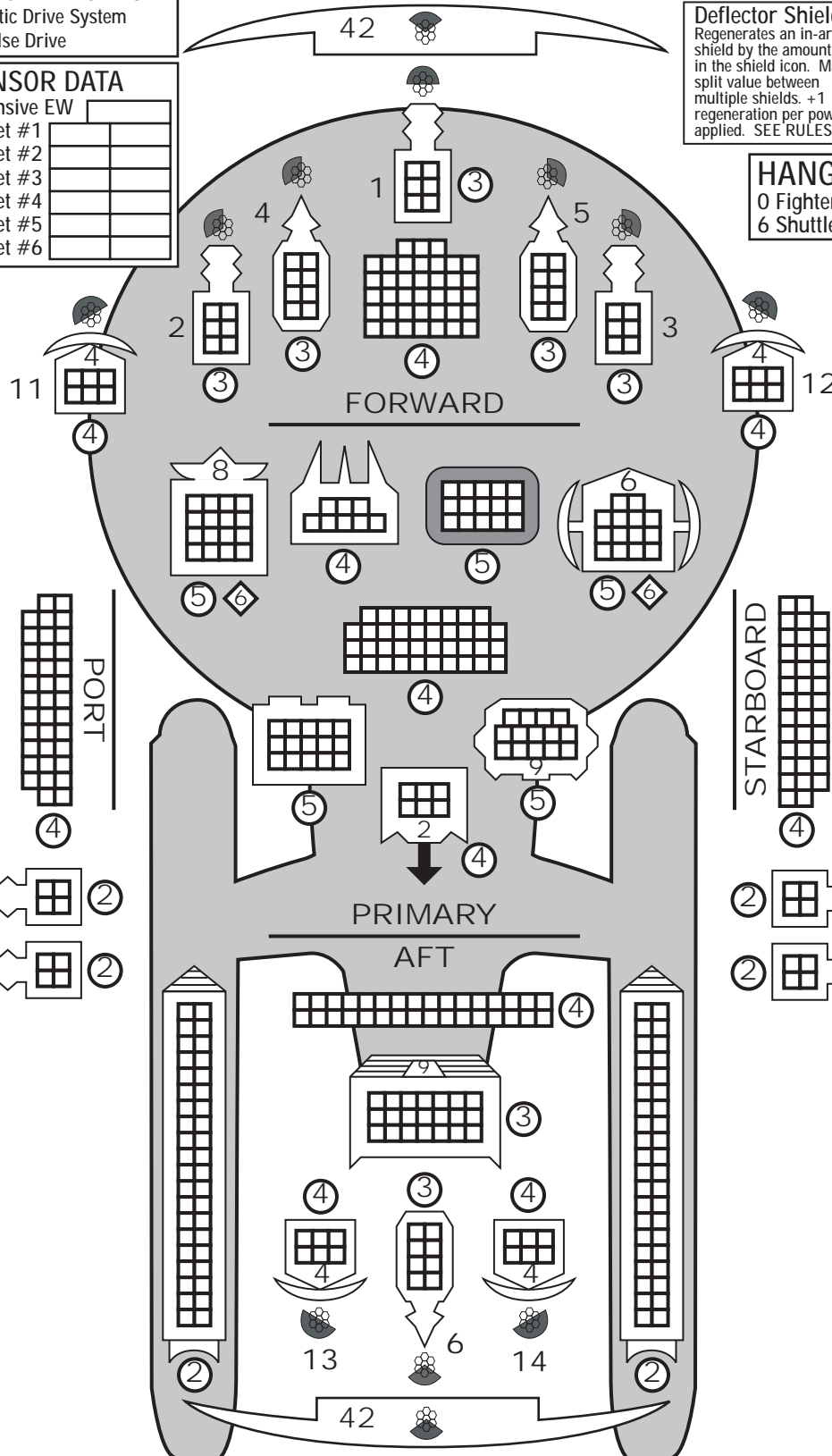
**SENSOR DATA**

Defensive EW

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

**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.

**HANGAR**  
 0 Fighters  
 6 Shuttles



**ICON RECOGNITION**

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Medium Phaser
- Light Phaser
- Photon Torpedo

**2362 Refit**

Point Value: 675

1. Replace Medium Phasers 1, 2, and 3 with Heavy Phasers 1 and 2.