



Federation Yeager Priority Courier

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|---------------------|---|----------------------------|---|------------------------|---|---|---|---|---|----|----|----|
| SPECS | | MANEUVERING | | COMBAT STATS | | | | | | | | |
| Class: Medium Ship | | Turn Cost: 1/2 Speed | | Fwd/Aft Defense: 12 | | | | | | | | |
| In Service: 2371 | | Turn Delay: 1/2 Speed | | Stb/Port Defense: 14 | | | | | | | | |
| Point Value: 450 | | Accel/Decel Cost: 2 Thrust | | Engine Efficiency: 2/1 | | | | | | | | |
| Ramming Factor: 80 | | Pivot Cost: 2+2 Thrust | | Extra Power: 0 | | | | | | | | |
| Warp Delay: 5 Turns | | Roll Cost: 1+1 Thrust | | Initiative Bonus: +12 | | | | | | | | |
| 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 | 1 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 6 |

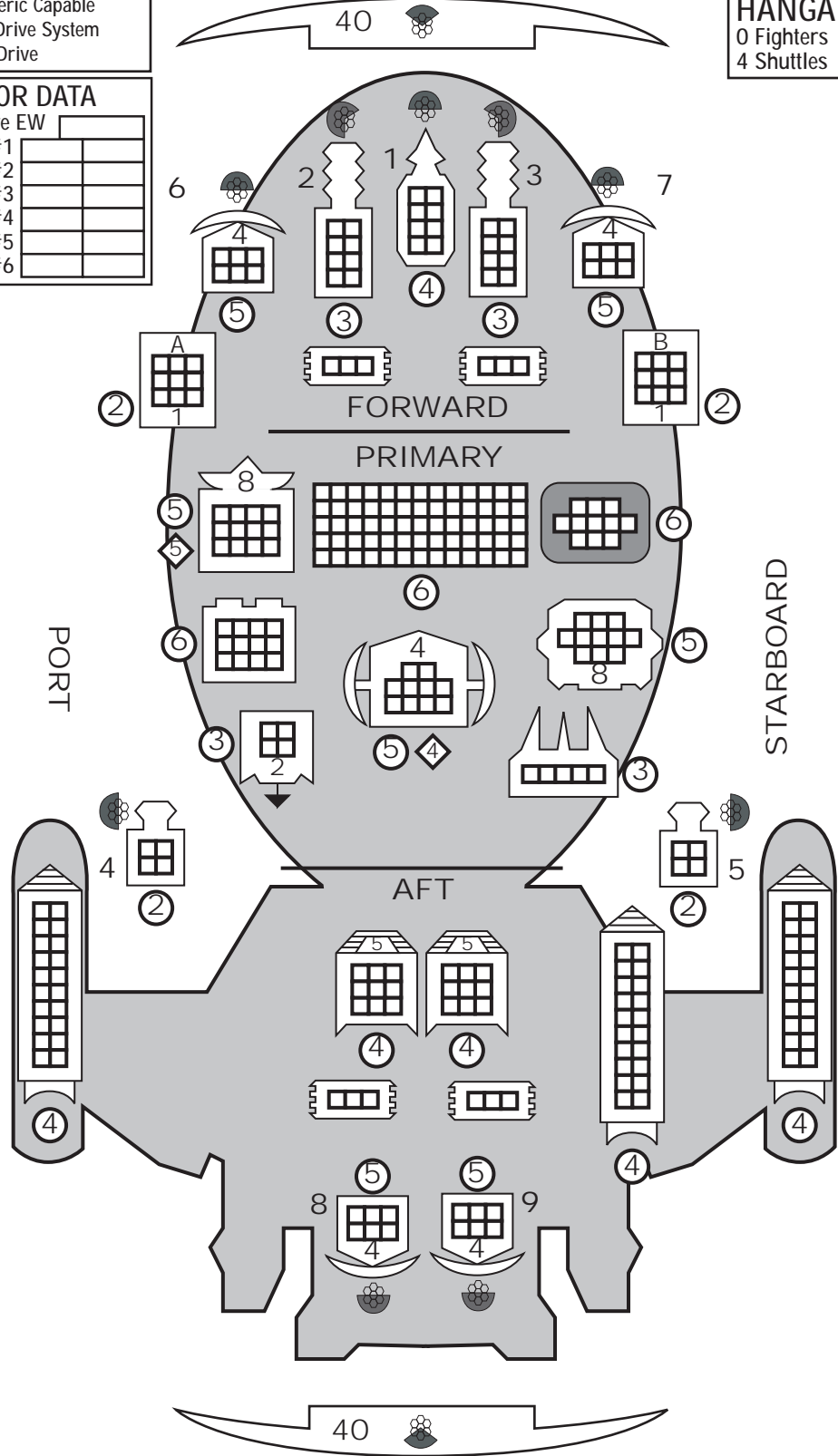
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| WEAPON DATA | |
| Heavy Phaser Bank | |
| Class: Molecular | |
| Mode: R, S | |
| Damage: 4d10+10 | |
| Range Penalty: -1 per 3 hexes | |
| Fire Control: +4/+4/+1 | |
| Intercept Rating: -2 | |
| Rate of Fire: 1 per 3 turns | |
| Special: Can fire for an accelerated ROF for less damage, as shown below: | |
| 1 per 2 turns: 3d10+5 | |
| 1 per turn: 1d10+4 | |
| Light Phaser Bank | |
| 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 | |
| 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. | |

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| FORWARD HITS | |
| 1-3: | Deflector Shield |
| 4-5: | Photon Torpedo |
| 6-8: | Heavy Phaser |
| 9-10: | Cargo |
| 11-17: | Structure |
| 18-20: | PRIMARY Hit |
| AFT HITS | |
| 1-3: | Impulse Thruster |
| 4-5: | Deflector Shield |
| 6-7: | Light Phaser |
| 8-11: | Warp Engine |
| 12-17: | Structure |
| 18-20: | PRIMARY Hit |
| PRIMARY HITS | |
| 1-4: | Tractor Beam |
| 5-8: | Shield Generator |
| 9-11: | Sensors |
| 12-13: | Hangar |
| 14-16: | Engine |
| 17-19: | Reactor |
| 20: | C&C |

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| SPECIAL NOTES | |
| Atmospheric Capable | |
| Gravitic Drive System | |
| Impulse Drive | |

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| SENSOR DATA | |
| Defensive EW | |
| Target #1 | |
| Target #2 | |
| Target #3 | |
| Target #4 | |
| Target #5 | |
| Target #6 | |

HANGAR
0 Fighters
4 Shuttles



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|-------------------------|------------------|
| ICON RECOGNITION | |
| | Impulse Thruster |
| | C & C |
| | Sensors |
| | Engine |
| | Reactor |
| | Hangar |
| | Cargo |
| | Shield Generator |
| | Deflector Shield |
| | Warp Engine |
| | Heavy Phaser |
| | Light Phaser |
| | Photon Torpedo |
| | Ablative Armor |