



Federation Solar Patrol Cutter

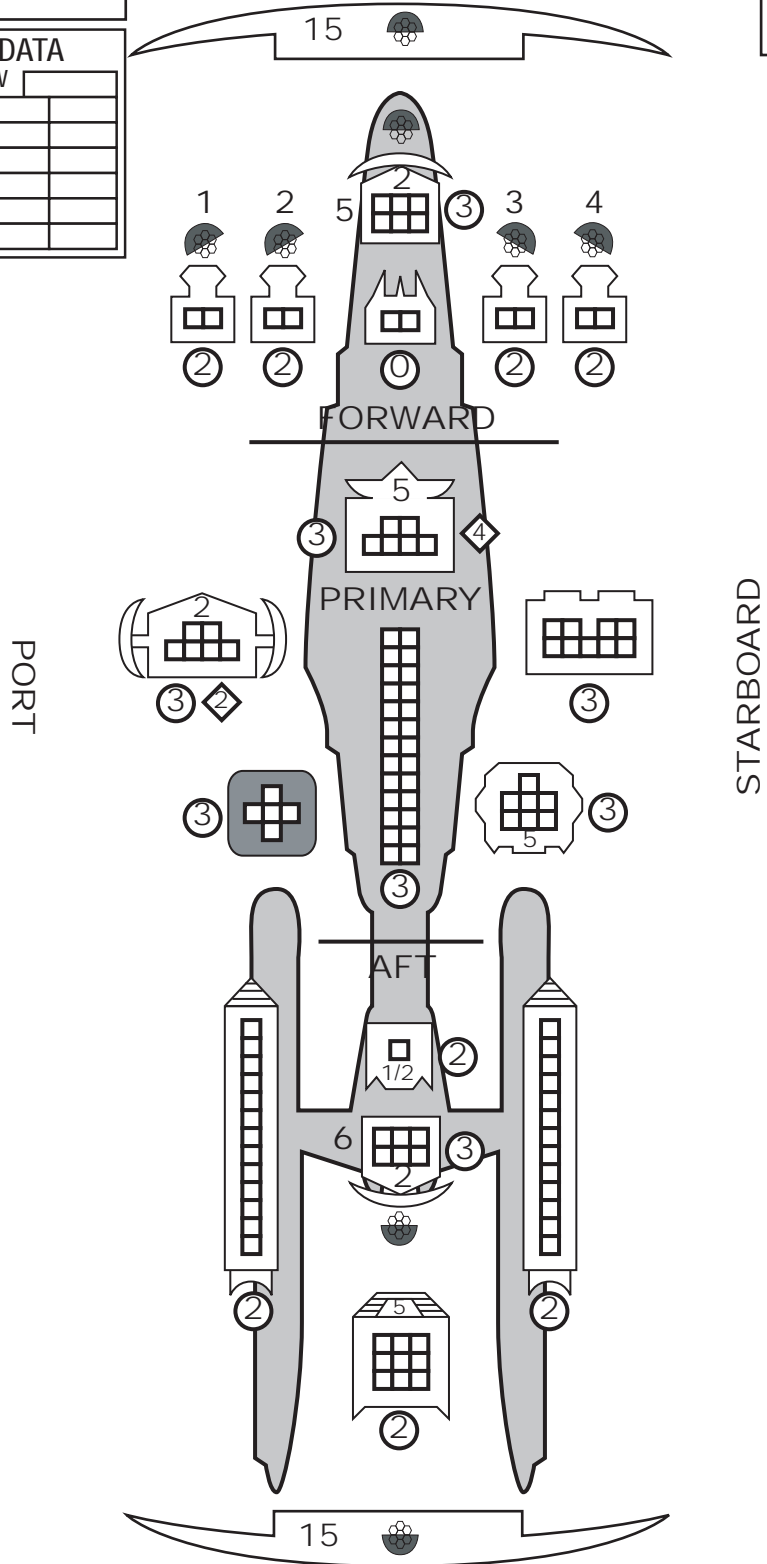
SPECS Class: Medium Ship In Service: 2258 Point Value: 120 Ramming Factor: 30 Warp Delay: 7 Turns	MANEUVERING Turn Cost: 1/3 Speed Turn Delay: 1/3 Speed Accel/Decel Cost: 1 Thrust Pivot Cost: 1+1 Thrust Roll Cost: 1+1 Thrust	COMBAT STATS Fwd/Aft Defense: 8 Stb/Port Defense: 10 Engine Efficiency: 1/1 Extra Power: +2 Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA	
Point Defense Phaser	
Class: Molecular	
Mode: Standard	◆
Damage: 1d10	
Range Penalty: -2 per hex	
Fire Control: +2/+2/+2	
Intercept Rating: -3	Ⓜ
Rate of Fire: 1 per turn	
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	
1-3:	Deflector Shield
4-6:	Point Defense Phaser
7:	Tractor Beam
8-17:	Structure
18-20:	PRIMARY Hit
AFT HITS	
1-2:	Impulse Thruster
3-5:	Deflector Shield
6-7:	Hangar
8-10:	Warp Engine
11-17:	Structure
18-20:	PRIMARY Hit
PRIMARY HITS	
1-5:	Shield Generator
6-10:	Sensors
11-14:	Engine
15-18:	Reactor
19-20:	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
1 Shuttle



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Point Defense Phaser