



Federation Sydney Personnel Transport

SPECS

Class: Medium Ship
 In Service: 2286
 Point Value: 180
 Ramming Factor: 60
 Warp Delay: 7 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
 Stb/Port Defense: 12
 Engine Efficiency: 2/1
 Extra Power: 0
 Initiative Bonus: +12

WEAPON DATA

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

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.

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

FORWARD HITS

- 1-3: Deflector Shield
- 4-5: Light Phaser
- 6-7: Passengers A/B
- 8-9: Passengers C/D
- 10-17: Structure
- 18-20: PRIMARY Hit

SPECIAL NOTES

Gravitic Drive System
 Impulse Drive

SENSOR DATA

Defensive EW

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

AFT HITS

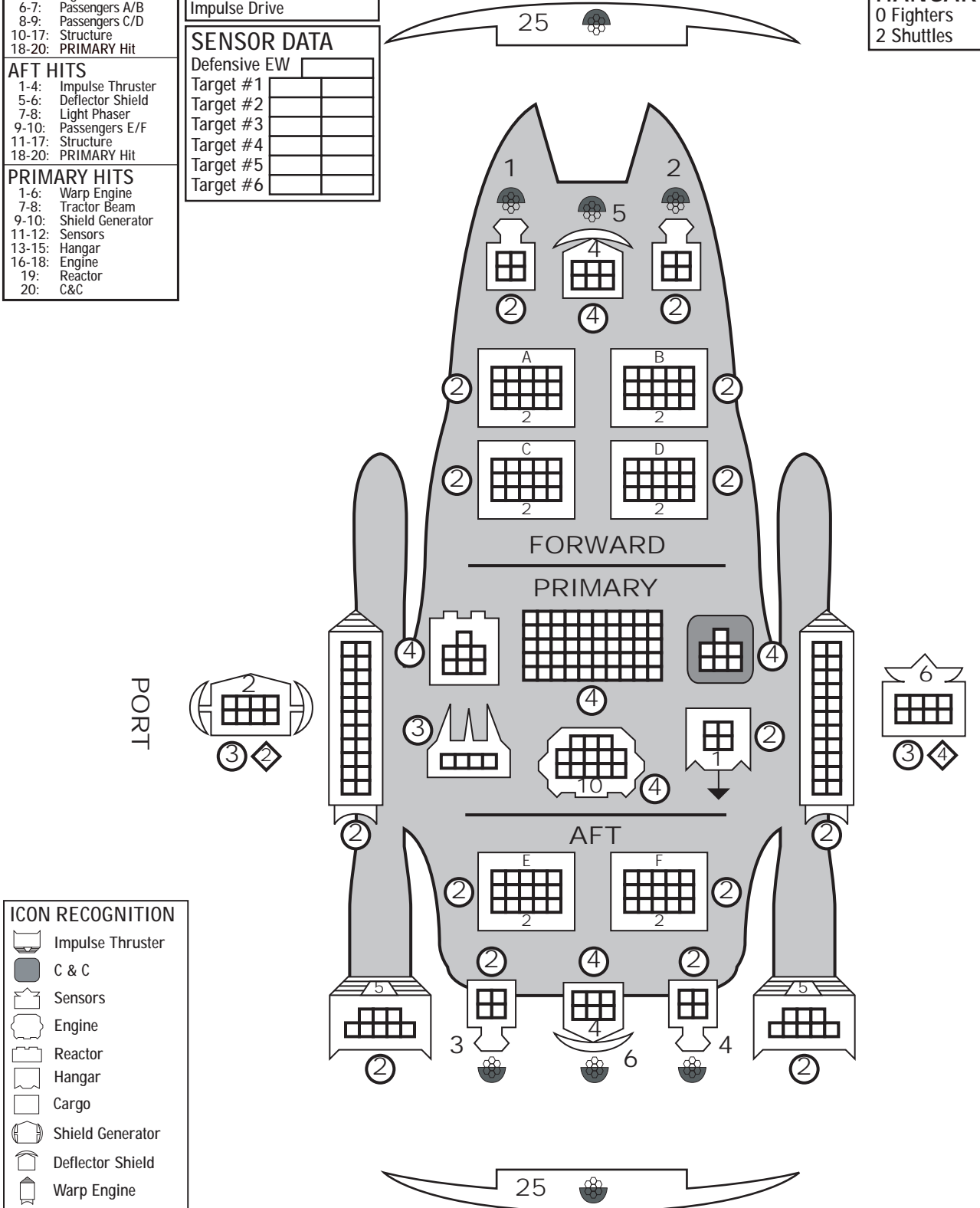
- 1-4: Impulse Thruster
- 5-6: Deflector Shield
- 7-8: Light Phaser
- 9-10: Passengers E/F
- 11-17: Structure
- 18-20: PRIMARY Hit

PRIMARY HITS

- 1-6: Warp Engine
- 7-8: Tractor Beam
- 9-10: Shield Generator
- 11-12: Sensors
- 13-15: Hangar
- 16-18: Engine
- 19: Reactor
- 20: C&C

HANGAR

0 Fighters
 2 Shuttles



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Shield Generator
- Deflector Shield
- Warp Engine
- Light Phaser