

# Federation Galaxy Command Ship

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 1 x Speed		Fwd/Aft Defense: 17	
In Service: 2360		Turn Delay: 1 x Speed		Stb/Port Defense: 16	
Point Value: 950		Accel/Decel Cost: 4 Thrust		Engine Efficiency: 4/1	
Ramming Factor: 240		Pivot Cost: 3+3 Thrust		Extra Power: 0	
Warp Delay: 4 Turns		Roll Cost: 3+3 Thrust		Initiative Bonus: +1	
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	
<b>Heavy Phaser Bank</b>	
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 accelerator ROF for less damage, as shown below: 3
1 per 2 turns: 3d10+5	1 per turn: 1d10+4
<b>Medium Phaser Bank</b>	
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 accelerator ROF for less damage, as shown below: 3
1 per turn: 1d10+4	

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

**SPECIAL NOTES**  
 Limited Availability (33%)  
 Gravitic Drive System  
 Impulse Drive

SIDE HITS	
1-2:	Impulse Thruster
3-4:	Deflector Shield
5-6:	Heavy Phaser
7-8:	Medium Phaser
9-10:	Port/Stb Hangar
11-18:	Port/Stb Structure
19-20:	PRIMARY Hit

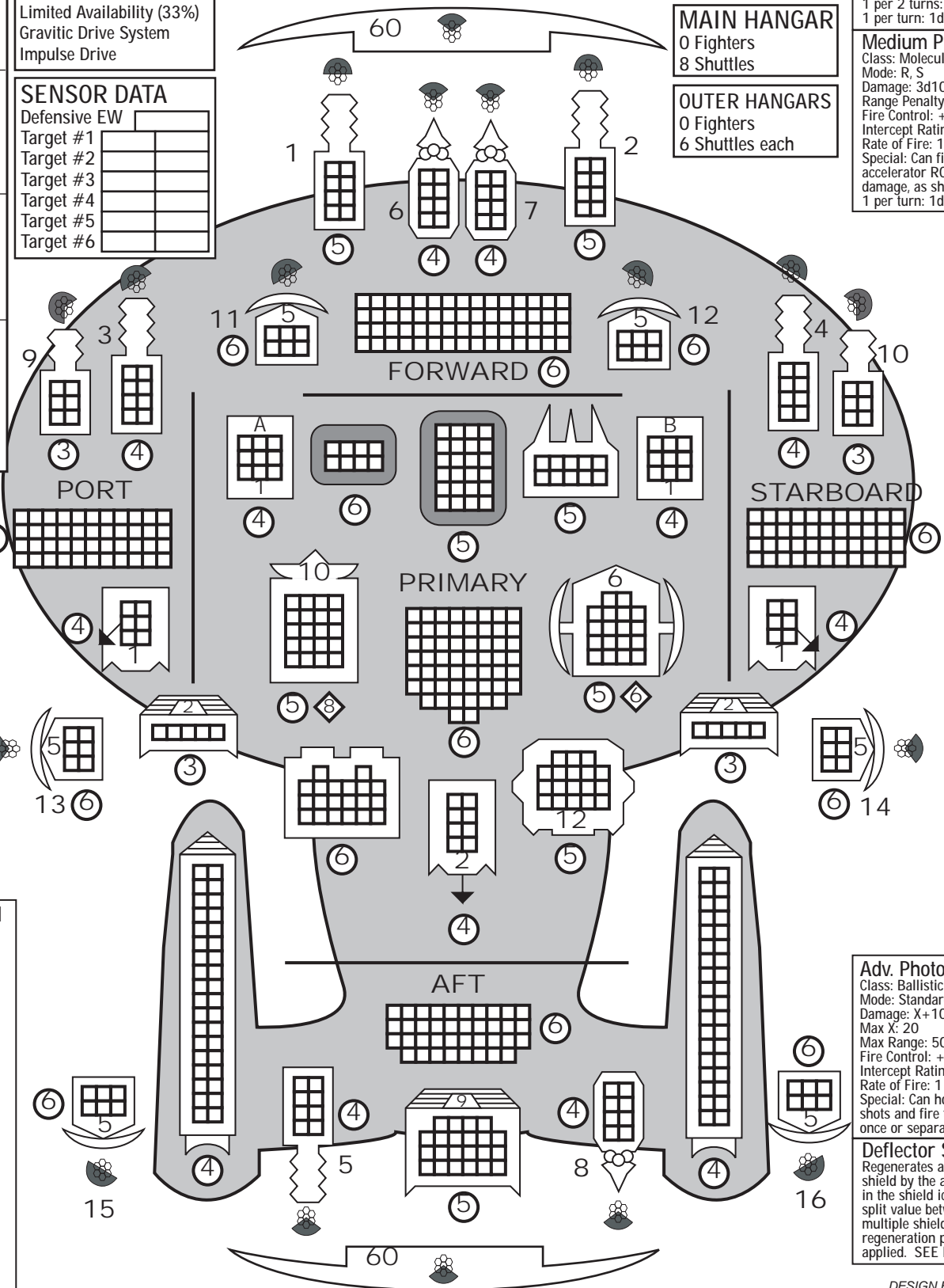
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

AFT HITS	
1-5:	Impulse Thruster
6-7:	Deflector Shield
8:	Photon Torpedo
9:	Heavy Phaser
10-13:	Warp Engine
14-18:	Aft Structure
19-20:	PRIMARY Hit

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

**MAIN HANGAR**  
 0 Fighters  
 8 Shuttles

**OUTER HANGARS**  
 0 Fighters  
 6 Shuttles each



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Shield Generator
	Deflector Shield
	Warp Engine
	Heavy Phaser
	Medium Phaser
	Adv. Photon Torpedo

**Adv. Photon Torpedo**  
 Class: Ballistic + Antimatter  
 Mode: Standard  
 Damage: X+10  
 Max X: 20  
 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.