



Federation Oberth Science Vessel

SPECS Class: Medium Ship In Service: Point Value: 300 Ramming Factor: 50 Warp Delay: 6 Turns	MANEUVERING Turn Cost: 1/2 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 1+1 Thrust	COMBAT STATS Fwd/Aft Defense: 12 Stb/Port Defense: 14 Engine Efficiency: 2/1 Extra Power: 1 Initiative Bonus: +12
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 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA 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	
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
2 Shuttles

FORWARD HITS

- 1-3: Deflector Shield
- 4-8: Light Phaser
- 9-17: Structure
- 18-20: PRIMARY Hit

SPECIAL NOTES
ELINT Ship
Gravitic Drive System
Impulse Drive

AFT HITS

- 1-5: Impulse Thruster
- 6-7: Deflector Shield
- 8-16: Structure
- 17-20: PRIMARY Hit

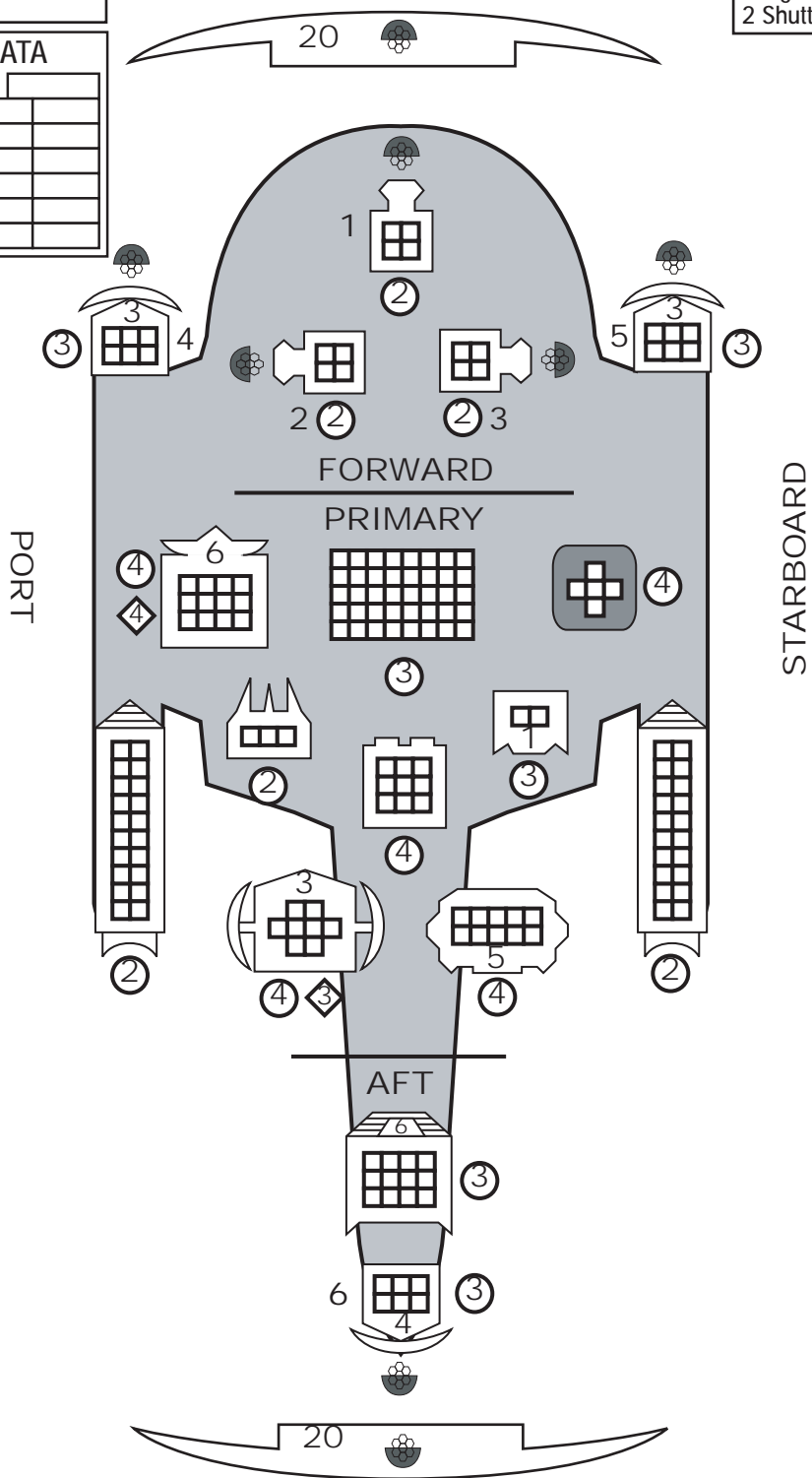
SENSOR DATA

Defensive EW

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

PRIMARY HITS

- 1-8: Primary Structure
- 9: Tractor Beam
- 10: Shield Generator
- 11-13: Sensors
- 14-15: Hangar
- 16-17: Engine
- 18-19: Reactor
- 20: C&C



ICON RECOGNITION

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