



Federation Sovereign Dreadnought

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 4/3 Speed		Fwd/Aft Defense: 17	
In Service:		Turn Delay: 1 x Speed		Stb/Port Defense: 18	
Point Value: 1800		Accel/Decel Cost: 5 Thrust		Engine Efficiency: 5/1	
Ramming Factor: 280		Pivot Cost: 4+4 Thrust		Extra Power: 0	
Warp Delay: 3 Turns		Roll Cost: 3+3 Thrust		Initiative Bonus: +1	
Speed	1 2 3 4 5 6 7 8 9 10 11 12	Turn Cost	2 3 4 6 7 8 10 11 12 14 15 16	Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12

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 accelerator ROF for less damage, as shown below: 3	
1 per 2 turns: 3d10+5	
1 per turn: 1d10+4	
Medium Phaser Bank	
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: 1	
1 per turn: 1d10+4	



FORWARD HITS

1-3: Deflector Shield
4-7: Adv. Photon Torpedo
8-11: Heavy Phaser
12-18: Forward Structure
19-20: PRIMARY Hit

SPECIAL NOTES

Restricted Availability (10%)
+1 initiative to fleet
Gravitic Drive System
Impulse Drive

SIDE HITS

1-2: Deflector Shield
3-5: Medium Phaser
6-9: Heavy Phaser
10-18: Port/Stb Structure
19-20: PRIMARY Hit

SENSOR DATA

Defensive EW

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

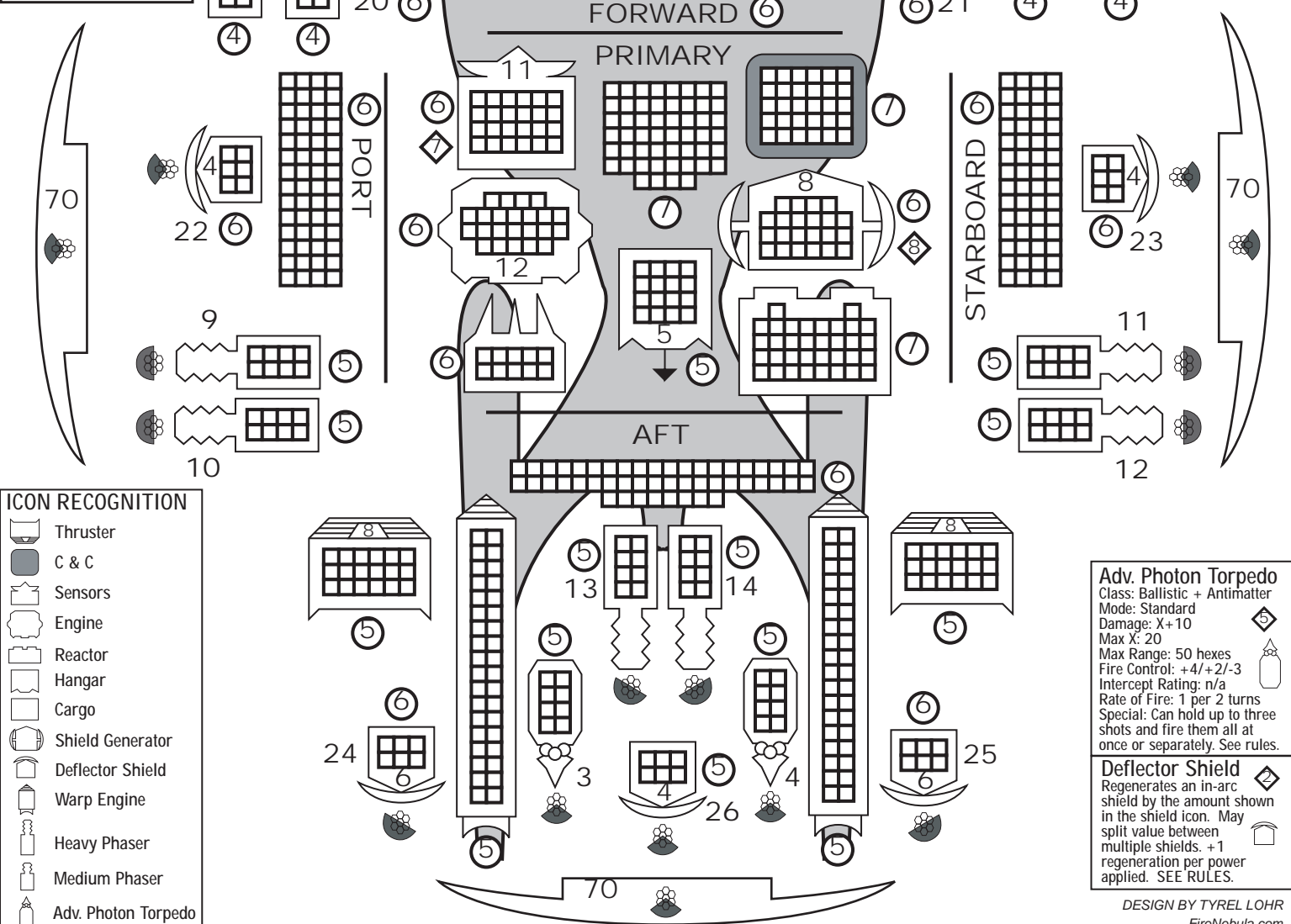
AFT HITS

1-3: Main Thrust
4-5: Deflector Shield
6-7: Adv. Photon Torpedo
8-9: 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: Tractor Beam
12-13: Sensors
14-15: Hangar
16-17: Engine
18-19: Reactor
20: C&C

HANGAR
0 Fighters
16 Shuttles



ICON RECOGNITION

- Thrustor
- 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.