

Version 5: 2E/ST

Name: \_\_\_\_\_

Counter: \_\_\_\_\_



2ND EDITION

# Federation Constitution Light Cruiser

## SPECS

Class: Hvy Combat Vsl  
In Service: 2243  
Point Value: 350  
Ramming Factor: 90  
Warp Delay: 7 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 15  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +6

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

## WEAPON DATA

**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 per turn: 1d10+4

**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

**Light Photon Torpedo**  
Class: Ballistic + Antimatter  
Mode: Standard  
Damage: X+10  
Max X: 10  
Max Range: 35 hexes  
Fire Control: +3/+1/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

**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

1-2: Deflector Shield  
3-5: Photon Torpedo  
6-7: Medium Phaser  
8-10: Light Phaser  
11-18: Forward Structure  
19-20: PRIMARY Hit

## AFT HITS

1-4: Impulse Thruster  
5-6: Deflector Shield  
7-8: Light Phaser  
9-12: Warp Engine  
13-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9: Tractor Beam  
10-11: Shield Generator  
12-13: Sensors  
14-15: Hangar  
16-17: Engine  
18-19: Reactor  
20: C&C

## SPECIAL NOTES

Gravitic Drive System  
Impulse Drive

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

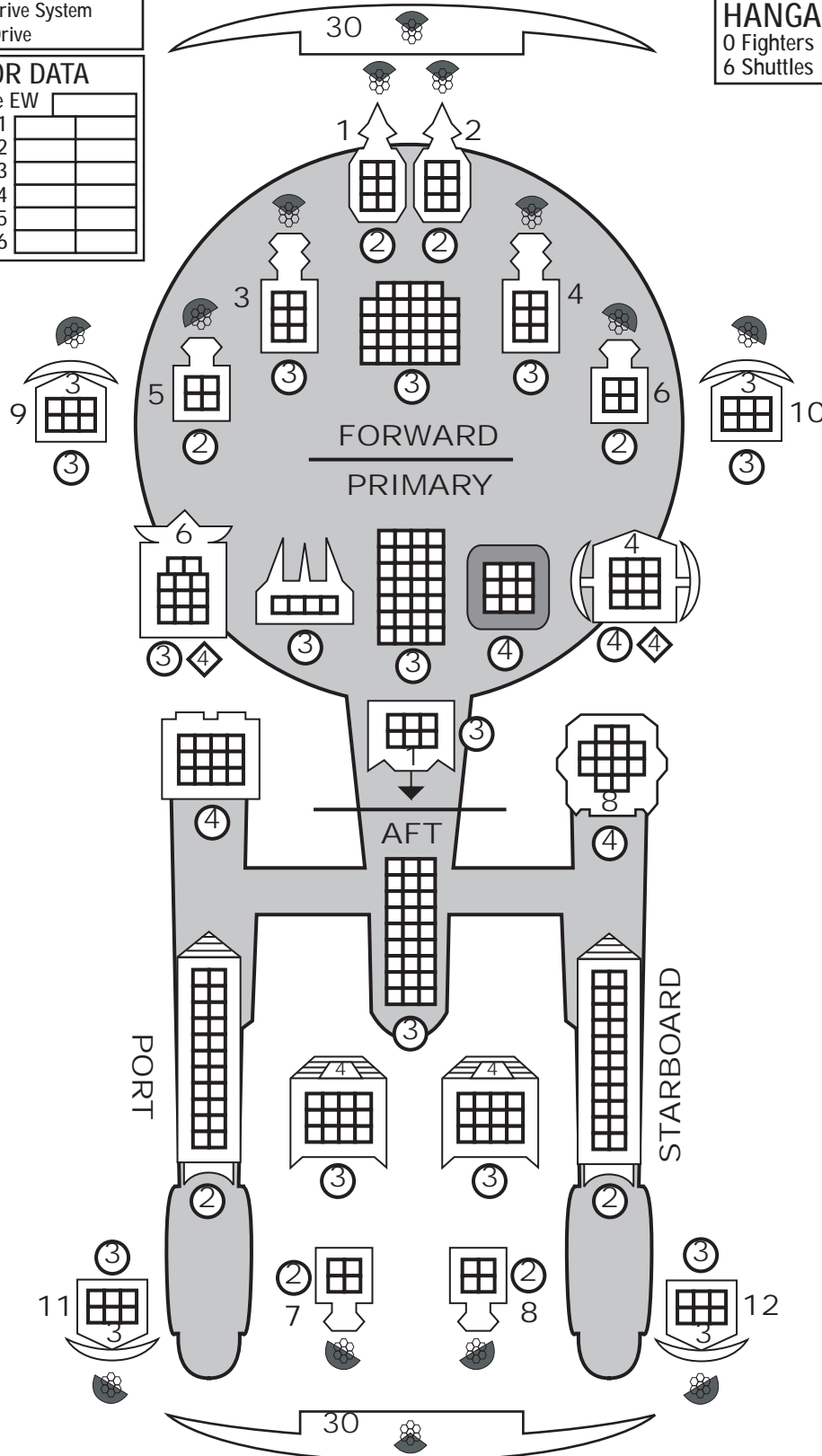
Target #4

Target #5

Target #6

## HANGAR

0 Fighters  
6 Shuttles



## ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Medium Phaser
- Light Phaser
- Lt Photon Torpedo