

Federation Intrepid Long Range Scout

SPECS	MANEUVERING												COMBAT STATS			
Class: Hvy Combat Vsl In Service:	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												Fwd/Aft Defense: 13 Stb/Port Defense: 15 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: +6			
Point Value: 425 Ramming Factor: 140 Warp Delay: 5 Turns	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			

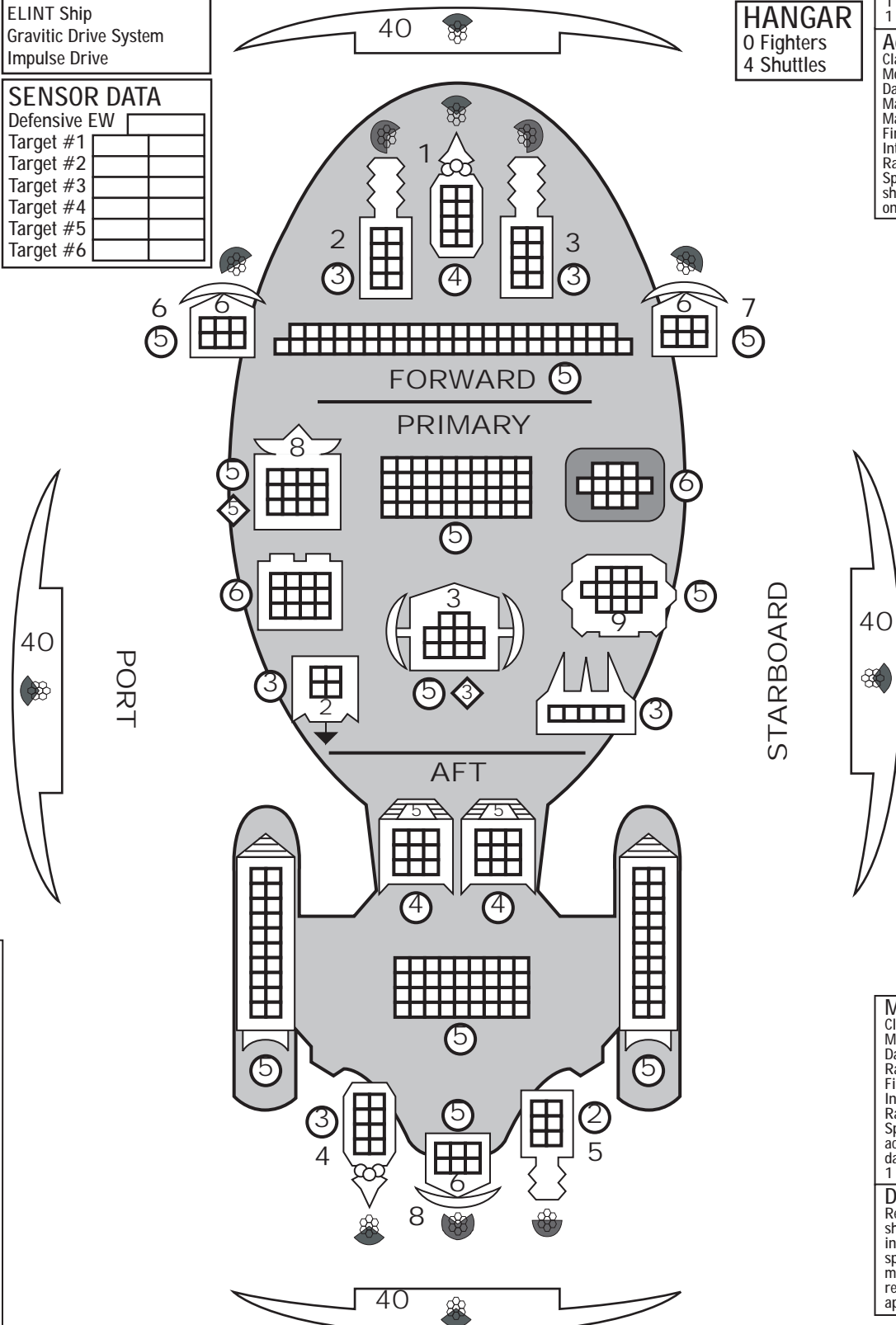
WEAPON DATA	
Heavy Phaser Bank	
Class: Molecular	Mode: R, S
Damage: 4d10+10	Range Penalty: -1 per 3 hexes
Fire Control: +4/+4/+1	Intercept Rating: -2
Rate of Fire: 1 per 3 turns	Special: Can fire for an accelerator ROF for less damage, as shown below: 1 per 2 turns: 3d10+5 1 per turn: 1d10+4
Adv. Photon 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.	

FORWARD HITS	
1-3:	Deflector Shield
4-5:	Adv Photon Torpedo
6-8:	Heavy Phaser
9-18:	Forward Structure
19-20:	PRIMARY Hit
AFT HITS	
1-4:	Impulse Thruster
5:	Deflector Shield
6-7:	Adv. Photon Torpedo
8:	Medium Phaser
9-11:	Warp Engine
12-18:	Aft Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-10:	Primary Structure
11:	Tractor Beam
12-13:	Shield Generator
14-15:	Sensors
16:	Hangar
17:	Engine
18-19:	Reactor
20:	C&C

SPECIAL NOTES	
ELINT Ship	
Gravitic Drive System	
Impulse Drive	

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

HANGAR
0 Fighters
4 Shuttles



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

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
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.	