

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

AFT HITS

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

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

SPECIAL NOTES

ELINT Ship
Gravitic Drive System
Impulse Drive

SENSOR DATA

Defensive EW

Target #1

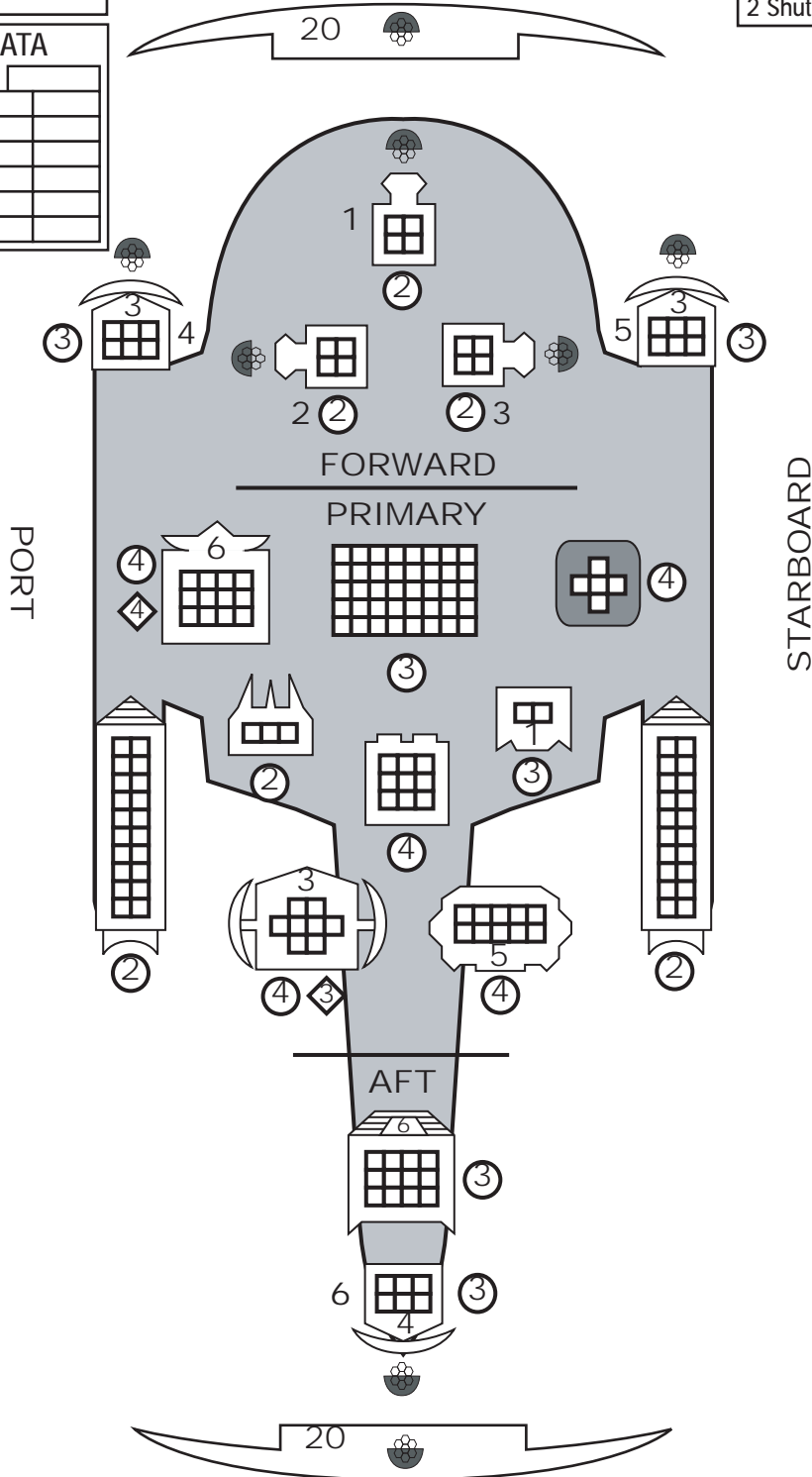
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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