Version 2: 2E/WC

Name:

**MANEUVERING** 

Counter:

# TC CONFEDERATION CLASS DREADNOUGHT

Class: Capital Ship In Service: 2664 Point Value: ???

Turn Delay: 1 x Speed Accel/Decel Cost: 3 Thrust

Turn Cost: 5/4 Speed

### COMBAT STATS

Fwd/Aft Defense: 16 Stb/Port Defense: 20 Engine Efficiency: 3/1 Extra Power: 0

Initiative Bonus: +0

9 10 11

## Dmg: 6d10+90 Range Penalty: -1 per 3 hexes Fire Control: +4/+0/-Intercept Rating: n/a Rate of Fire: 1 per 8 turns 10 Anti-Matter Gun

Class: Antimatter ❖ Mode: Standard Damage: 20 Range Penalty: -1 per 2 hexes Fire Control: +4/+0/-8 Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

2ND EDITION

**WEAPON DATA** Phase Transit Cannon

Class: Particle Modes: Flash

Flak Guns Class: Ballistic Mode: Standard Damage: 10/7 Range Penalty: None Max Range: 40 Intercept Rating: -2 Rate of Fire: 1 per turn

Subtract Shield Factor from any damage coers. Phase Shield any damage scored through arc Defense rating shown in parenthesis ( ) indicates value with shield active.

#### **SPECS**

Ramming Factor: 260

Jump Delay: 8 Turns

Pivot Cost: 3+3 Thrust Roll Cost: 2+2 Thrust

Speed Turn Cost Turn Delay



# Defensive EW[ Target #1 Target #2 Target #3 Target #4 Target #5 Target #6

Main Th A-M Gun 9-10: Phase Shield 11-18: Aft Struct 19-20: PRIMARY Hit PRIMARY HITS 1-8: Pr imary Struct 9-10: Flak Gun J ump Sensors ump Engine 13: Engine 14-17: Pr imary Hangar 18-19: Reactor 20: C & C

ORWARD HITS

8-10: Phase Shield 11-18: F orward Struct 19-20: PRIMAR Y Hit

8-11: Hangar 12-18: P ort/Stb Struct 19-20: PRIMAR Y Hit

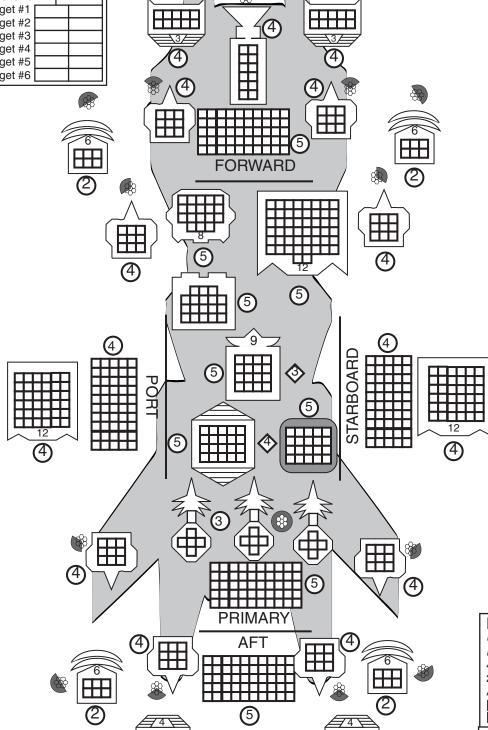
SIDE HITS

**AFT HITS** 

Retro Thrust A-M Gun Phase T. Cannon

P ort/Stb Thrust A-M Gun

Thrust





Sensors

Engine

Jump Drive

Reactor Hangar

Phase Transit Cannon

Anti-matter Gun

Flak Gun

Phase Shield



Can only launch when side hangars are clear.

48 Fighters (12 Broadswords) 2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10 



36 Fighters Each (6 Broadswords) 0 Shuttles

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