



2ND EDITION

# NCF Afasi-Class Dreadnought

## SPECS

Class: Capital Ship  
 In Service: ????  
 Point Value:  
 Ramming Factor: 330  
 Jump Delay: N/A

## MANEUVERING

Turn Cost: 2x Speed  
 Turn Delay: 3/2 Speed  
 Accel/Decel Cost: 6 Thrust  
 Pivot Cost: 4+4 Thrust  
 Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16  
 Stb/Port Defense: 19  
 Engine Efficiency: 5/1  
 Extra Power: +0  
 Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

Version 1.0: 2E/Fate

## WEAPON DATA

**Heavy Bolt Cannon**  
 Class: Projectile  
 Modes: Standard  
 Damage: 16  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +2/+0/-5  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns

**Torpedo Tube**  
 Class: Ballistic (Torpedo)  
 Modes: Standard  
 Damage: 11  
 Range Penalty: None  
 Maximum Range: 20 hexes  
 Fire Control: +2/+0/-  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

**Gatling Cannon**  
 Class: Projectile  
 Modes: Raking (2)  
 Damage: 2d3+2  
 Range Penalty: -3 per hex  
 Fire Control: +4/+4/+4  
 Intercept Rating: -2  
 (vs Ballistic only)  
 Rate of Fire: 1 per turn

## TORPEDOS

Rack #9  
 Rack#10

- FORWARD HITS**  
 1-4: Retro Thrust  
 5-6: Torpedo Tube  
 7-10: Heavy Bolt Cannon  
 11-18: Forward Structure  
 19-20: PRIMARY Hit
- SIDE HITS**  
 1-4: Port/Stb Thrust  
 5-6: Hangar  
 7-10: Heavy Bolt Cannon  
 11-12: Gatling Cannon  
 13-18: Port/Stb Structure  
 19-20: PRIMARY Hit
- AFT HITS**  
 1-7: Main Thrust  
 8-11: Heavy Bolt Cannon  
 12-18: Aft Structure  
 19-20: PRIMARY Hit
- PRIMARY HITS**  
 1-9: Primary Structure  
 10-11: Sensors  
 12-13: GM Control System  
 14-15: Engine  
 16: Hangar  
 17-18: Reactor  
 19: Flag Bridge  
 20: C & C

## SPECIAL NOTES

Ammo Storage Level 2  
 Antiquated Sensors  
 Fission Reactor

## SENSOR DATA

Defensive EW

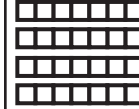
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

## CLASS SPECS

Number in Class: 3  
 Manufacturer:  
*Undecided at this time,  
 Someplace exciting*  
 Out of Service: ???

## MAIN HANGAR

0 Fighters  
 4 Shuttles: Thrust: 3  
 Armor: 0 Defense: 11/14

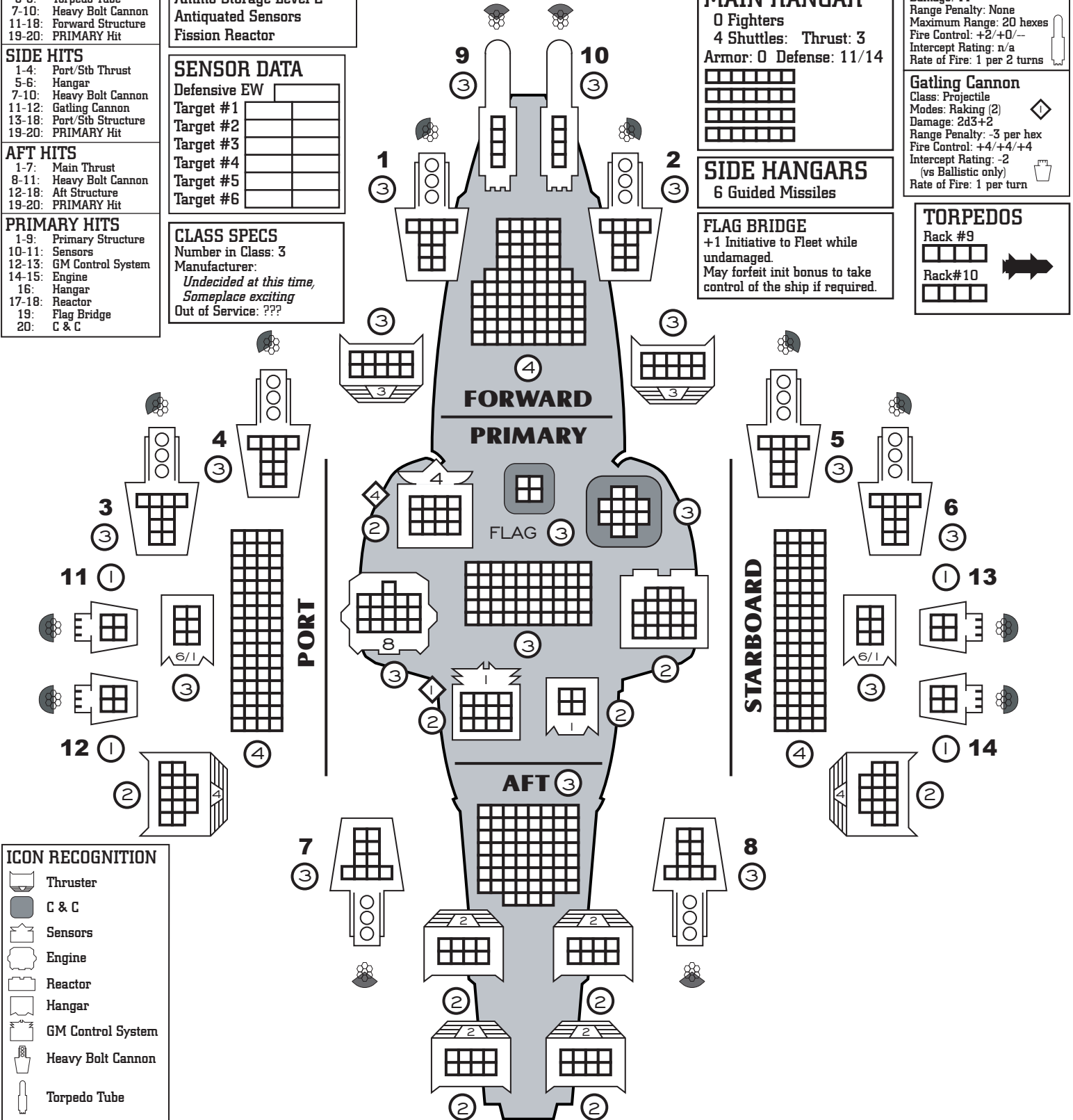


## SIDE HANGARS

6 Guided Missiles

## FLAG BRIDGE

+1 Initiative to Fleet while undamaged.  
 May forfeit init bonus to take control of the ship if required.



- ICON RECOGNITION**
- Thrustor
  - C & C
  - Sensors
  - Engine
  - Reactor
  - Hangar
  - GM Control System
  - Heavy Bolt Cannon
  - Torpedo Tube
  - Gatling Cannon