



Federation Nebula Heavy Cruiser

SPECS

Class: Capital Ship
 In Service: 2354
 Point Value: 1125
 Ramming Factor: 340
 Warp Delay: 4 Turns

MANEUVERING

Turn Cost: 1 x Speed
 Turn Delay: 1 x Speed
 Accel/Decel Cost: 4 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 17
 Stb/Port Defense: 15
 Engine Efficiency: 4/1
 Extra Power: +18
 Initiative Bonus: +0

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

WEAPON DATA

Heavy Phaser
 Class: Molecular
 Mode: R, S
 Damage: 4d10+10
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+3/+0
 Intercept Rating: -1
 Rate of Fire: 1 per 3 turns
Special: Can fire for an accelerated ROF for less damage, as shown below:
 1 per 2 turns: 3d10+5
 1 per turn: 1d10+4

Medium Phaser
 Class: Molecular
 Mode: R, S
 Damage: 3d10+5
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+3/+2
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns
Special: Can fire for an accelerated ROF for less damage, as shown below:
 1 per turn: 1d10+4

HANGAR

0 Fighters
 8 Shuttles

SHIELD CHART

Shield Capacity	Max Absorb
100 - 76	50
75 - 51	38
50 - 26	25
25 - 0	13

FORWARD HITS

- 1-3: Deflector Shield
- 4-5: Photon Torpedo (Aft)
- 6-9: Heavy Phaser
- 10-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-3: Impulse Thruster
- 4-5: Deflector Shield
- 6-7: Medium Phaser
- 8-10: Warp Engine
- 11-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-3: Deflector Shield
- 4-6: Burst Photon Torpedo
- 7-8: Medium Phaser
- 9-10: Port Warp Engine
- 11-12: Stb Warp Engine
- 13-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

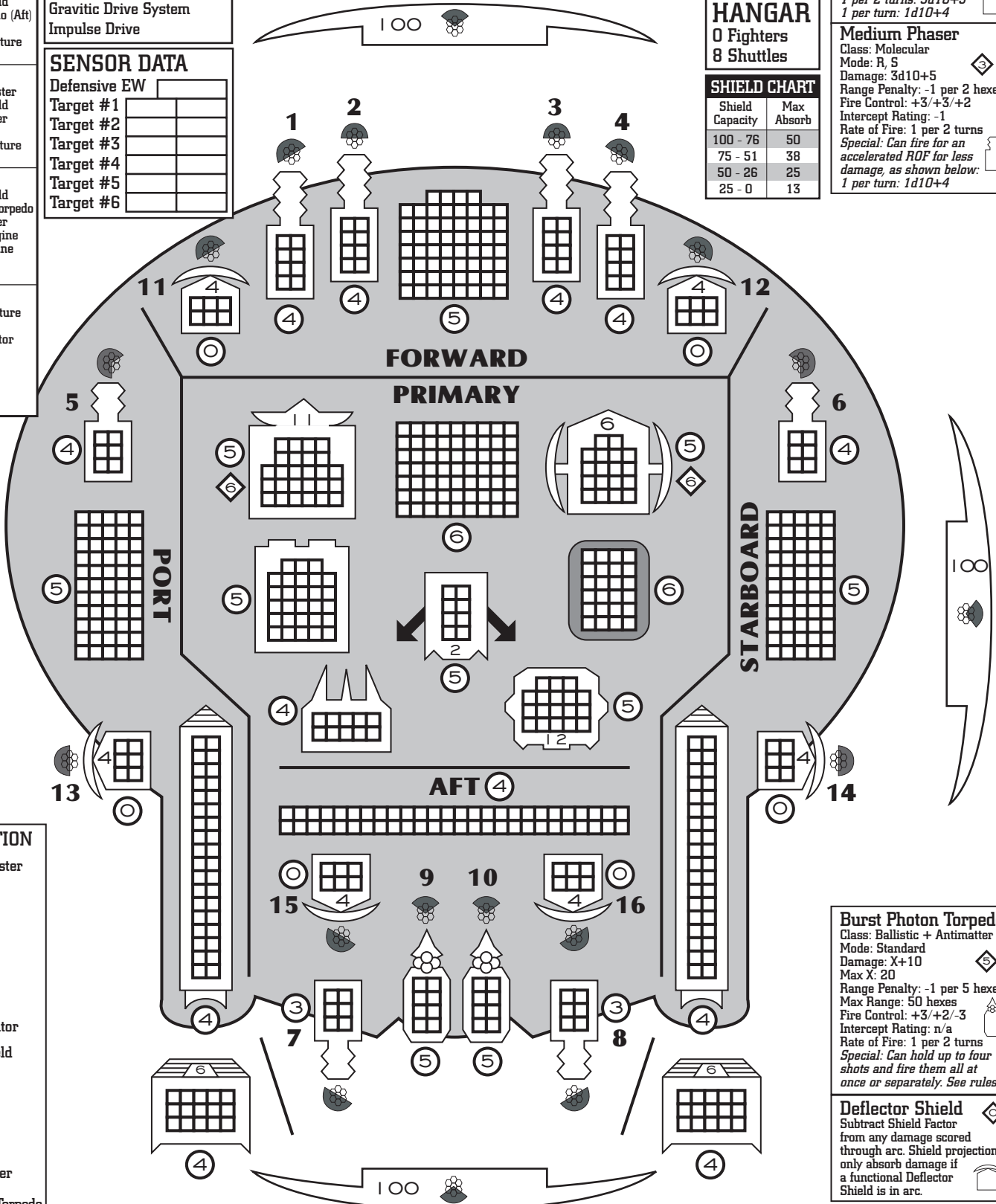
- 1-6: Primary Structure
- 7: Tractor Beam
- 8-9: Shield Generator
- 10-12: Sensors
- 13-14: Hangar
- 15-16: Engine
- 17-19: Reactor
- 20: C&C

SPECIAL NOTES

Gravitic Drive System
 Impulse Drive

SENSOR DATA

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



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Tractor Beam
- Heavy Phaser
- Medium Phaser
- Burst Photon Torpedo

Burst Photon Torpedo

Class: Ballistic + Antimatter
 Mode: Standard
 Damage: X+10
 Max X: 20
 Range Penalty: -1 per 5 hexes
 Max Range: 50 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
Special: Can hold up to four shots and fire them all at once or separately. See rules.

Deflector Shield

Subtract Shield Factor from any damage scored through arc. Shield projections only absorb damage if a functional Deflector Shield is in arc.