

# Federation Nebula Advanced Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16
In Service: 2364	Turn Delay: 1 x Speed	Stb/Port Defense: 17
Point Value: 900	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 4/1
Ramming Factor: 220	Pivot Cost: 3+3 Thrust	Extra Power: 0
Warp Delay: 4 Turns	Roll Cost: 3+3 Thrust	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	
<b>Heavy Phaser Bank</b>	
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: 3	
1 per 2 turns: 3d10+5	
1 per turn: 1d10+4	
<b>Medium Phaser Bank</b>	
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	
1 per turn: 1d10+4	

**HANGAR**  
0 Fighters  
8 Shuttles

FORWARD HITS
1-3: Deflector Shield
4-7: Heavy Phaser
8-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS
1-2: Deflector Shield
3-6: Medium Phaser
7-10: Warp Engine
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-4: Main Thrust
5-6: Deflector Shield
7-8: Photon Torpedo
9-10: Heavy Phaser
11-13: Warp Engine
14-18: Aft Structure
19-20: PRIMARY Hit

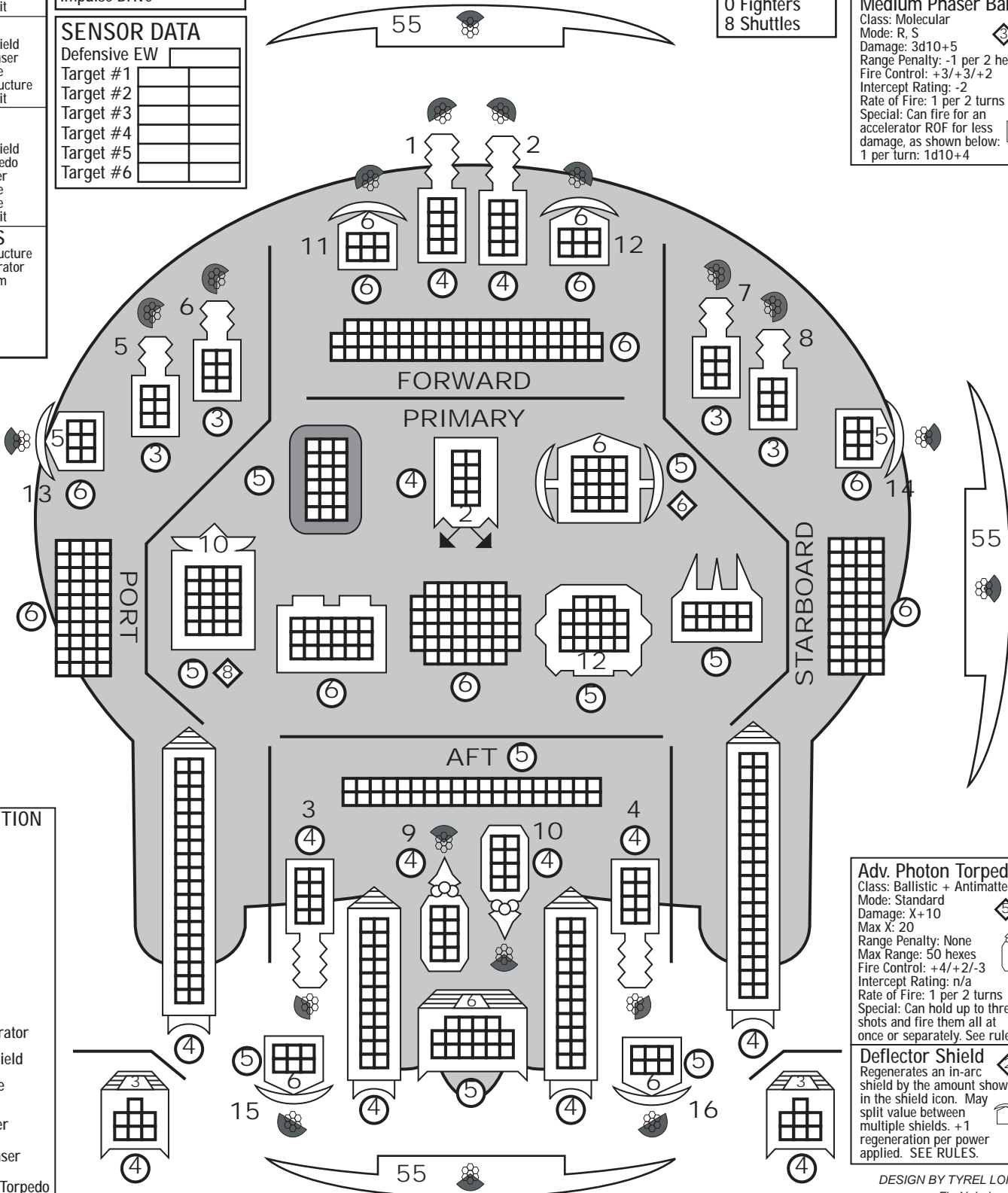
  

PRIMARY HITS
1-8: Primary Structure
9-10: Shield Generator
11: Tractor Beam
12-14: Sensors
15-16: Hangar
17-18: Engine
19: Reactor
20: C&C

**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**

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Shield Generator
- Deflector Shield
- Warp Engine
- Heavy Phaser
- Medium Phaser
- Adv. Photon Torpedo

<b>Adv. Photon Torpedo</b>	
Class: Ballistic + Antimatter	◆
Mode: Standard	
Damage: X+10	
Max X: 20	
Range Penalty: None	
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.	
<b>Deflector Shield</b>	◆
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.	