



Federation Nebula Explorer



SPECS		MANEUVERING		COMBAT STATS		
Class: Capital Ship		Turn Cost: 1 x Speed		Fwd/Aft Defense: 16		
In Service: 2359		Turn Delay: 1 x Speed		Stb/Port Defense: 17		
Point Value: 950		Accel/Decel Cost: 4 Thrust		Engine Efficiency: 4/1		
Ramming Factor: 220		Pivot Cost: 3+3 Thrust		Extra Power: 0		
Warp Delay: 5 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	
Heavy Phaser Bank	
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 accelerated ROF for less damage, as shown below:	
1 per 2 turns: 3d10+5	
1 per turn: 1d10+4	
Medium Phaser Bank	
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 accelerated ROF for less damage, as shown below:	
1 per turn: 1d10+4	
ELINT Sensor Pod	
Provides displayed amount of bonus EW each turn to be used only for ELINT functions. These pods cannot be improved, nor can their sensor values be increased.	

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

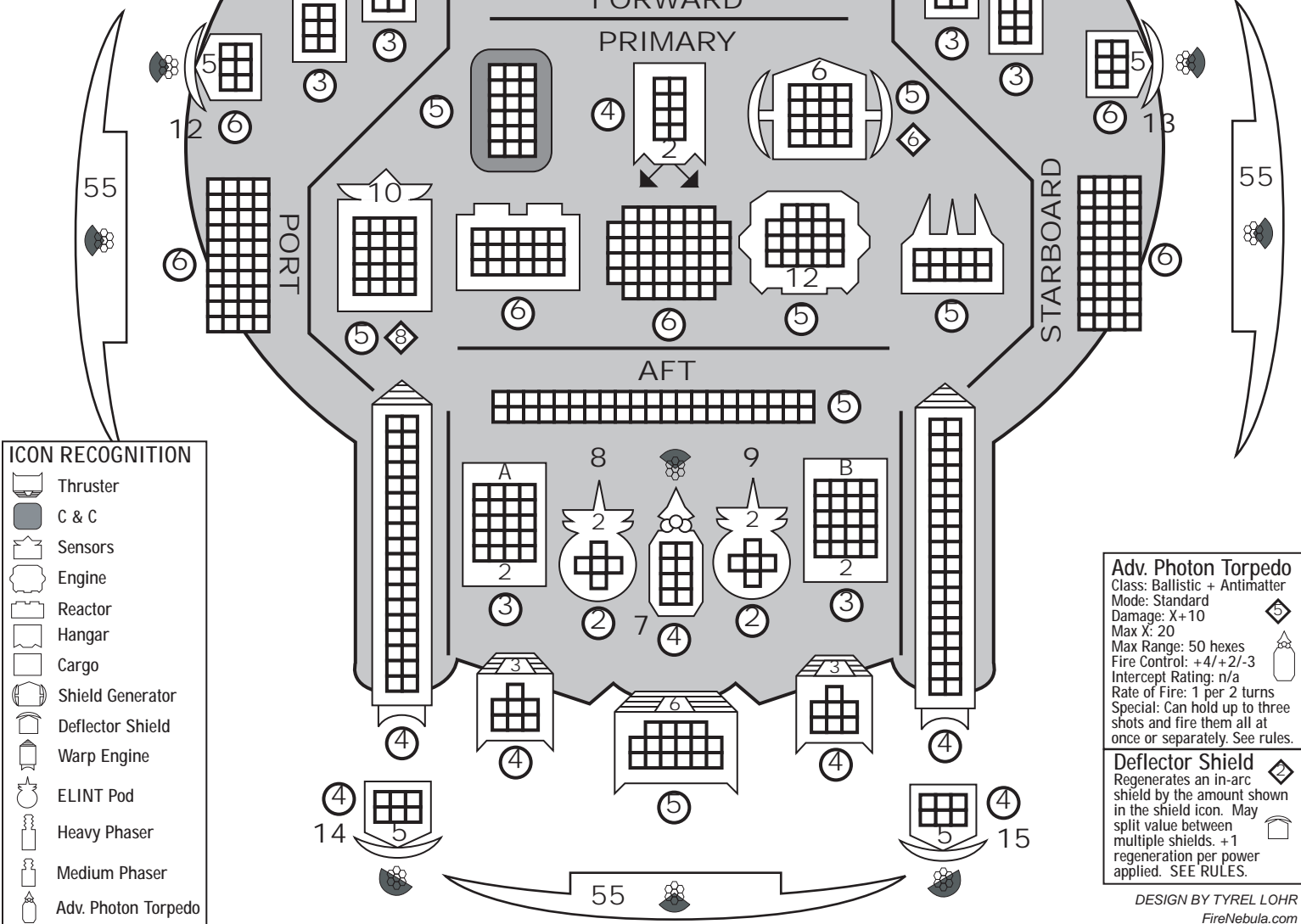
AFT HITS	
1-5:	Main Thrust
6-7:	Deflector Shield
8:	Photon Torpedo
9-10:	ELINT Pod
11-12:	Cargo
13-18:	Aft Structure
19-20:	PRIMARY Hit

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
ELINT Ship
Gravitic Drive System
Impulse Drive

SENSOR DATA

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



Adv. Photon Torpedo	
Class: Ballistic + Antimatter	
Mode: Standard	
Damage: X+10	
Max X: 20	
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.	
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.	