



2ND EDITION

Federation Excelsior Command Cruiser

| SPECS | MANEUVERING | COMBAT STATS |
|---------------------|----------------------------|------------------------|
| Class: Capital Ship | Turn Cost: 1 x Speed | Fwd/Aft Defense: 15 |
| In Service: 2290 | Turn Delay: 2/3 Speed | Stb/Port Defense: 17 |
| Point Value: 650 | Accel/Decel Cost: 3 Thrust | Engine Efficiency: 3/1 |
| Ramming Factor: 190 | Pivot Cost: 3+3 Thrust | Extra Power: 0 |
| Warp Delay: 5 Turns | Roll Cost: 2+2 Thrust | Initiative Bonus: +2 |
| 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 2 3 4 4 5 6 6 7 8 8 | |

| WEAPON DATA | |
|---------------------------|--|
| 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 |
| Light Phaser Bank | Class: Molecular Mode: Standard Damage: 1d10+4 Range Penalty: -1 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn |
| 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 |
| 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. |

| FORWARD HITS | |
|--------------|-------------------|
| 1-3: | Deflector Shield |
| 4-9: | Medium Phaser |
| 10-18: | Forward Structure |
| 19-20: | PRIMARY Hit |

| SPECIAL NOTES | |
|-----------------------|--|
| Gravitic Drive System | |
| Impulse Drive | |

| SIDE HITS | |
|-----------|--------------------|
| 1-2: | Deflector Shield |
| 3-4: | Photon Torpedo |
| 5-7: | Medium Phaser |
| 8-10: | Warp Engine |
| 11-18: | Port/Stb Structure |
| 19-20: | PRIMARY Hit |

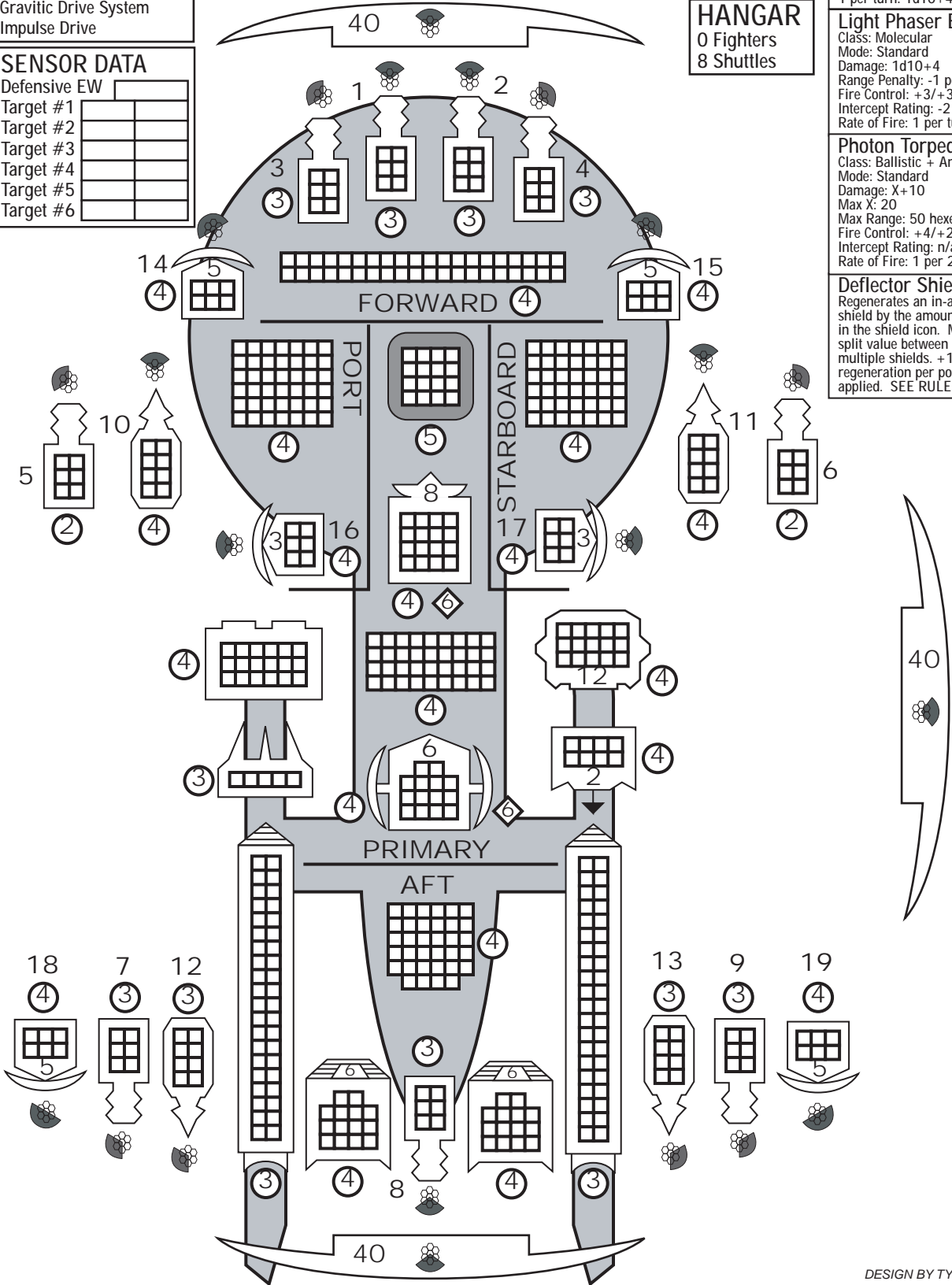
| SENSOR DATA | |
|--------------|--|
| Defensive EW | |
| Target #1 | |
| Target #2 | |
| Target #3 | |
| Target #4 | |
| Target #5 | |
| Target #6 | |

| AFT HITS | |
|----------|------------------|
| 1-4: | Impulse Thrust |
| 5-6: | Deflector Shield |
| 7: | Photon Torpedo |
| 8-9: | Medium Phaser |
| 10-12: | Warp Engine |
| 13-18: | Aft Structure |
| 19-20: | PRIMARY Hit |

| PRIMARY HITS | |
|--------------|-------------------|
| 1-8: | Primary Structure |
| 9-10: | Shield Generator |
| 11: | Tractor Beam |
| 12-13: | Hangar |
| 14-15: | Sensors |
| 16-17: | Engine |
| 18-19: | Reactor |
| 20: | C&C |

Note: Warp engines are part of both aft and appropriate side structure.

| HANGAR | |
|------------|--|
| 0 Fighters | |
| 8 Shuttles | |



| ICON RECOGNITION | |
|------------------|------------------|
| | Impulse Thruster |
| | C & C |
| | Sensors |
| | Engine |
| | Reactor |
| | Hangar |
| | Shield Generator |
| | Deflector Shield |
| | Warp Engine |
| | Medium Phaser |
| | Light Phaser |
| | Photon Torpedo |