



Federation Nebula Heavy Cruiser

| SPECS | MANEUVERING | COMBAT STATS |
|---------------------|----------------------------|------------------------|
| Class: Capital Ship | Turn Cost: 1 x Speed | Fwd/Aft Defense: 16 |
| In Service: 2358 | Turn Delay: 1 x Speed | Stb/Port Defense: 17 |
| Point Value: 875 | 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 | |
| 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 | |

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 |

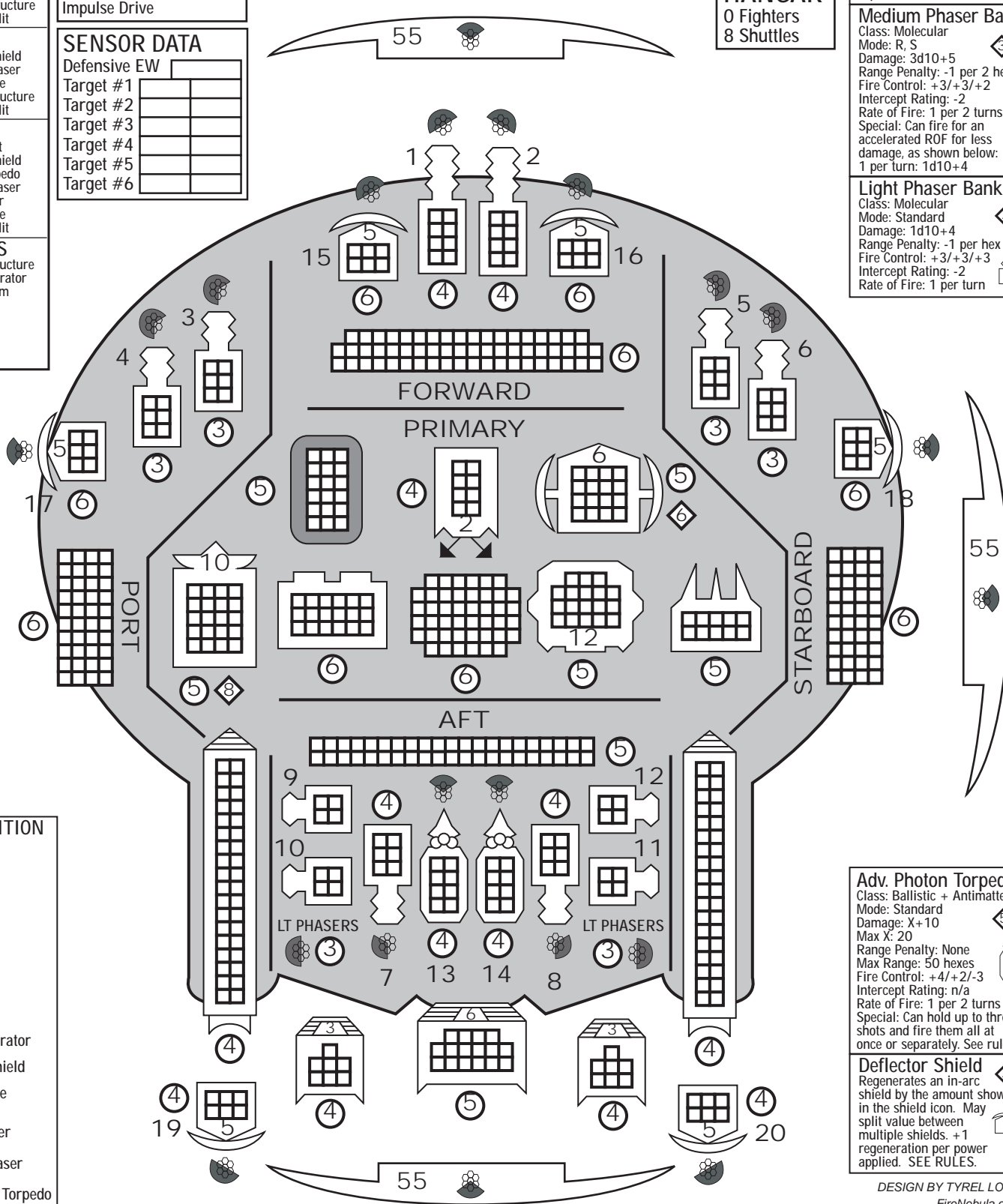
| AFT HITS | |
|----------|------------------|
| 1-5: | Main Thrust |
| 6-7: | Deflector Shield |
| 8-9: | Photon Torpedo |
| 10: | Medium Phaser |
| 11-12: | Light Phaser |
| 13-18: | Aft Structure |
| 19-20: | PRIMARY Hit |

| 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 | |
|-----------------------|--|
| Gravitic Drive System | |
| Impulse Drive | |

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

| ICON RECOGNITION | |
|------------------|---------------------|
| | Thrustor |
| | C & C |
| | Sensors |
| | Engine |
| | Reactor |
| | Hangar |
| | Cargo |
| | Shield Generator |
| | Deflector Shield |
| | Warp Engine |
| | Heavy Phaser |
| | Medium Phaser |
| | Adv. Photon Torpedo |



| | |
|--|---|
| Adv. Photon Torpedo | |
| 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. |
| 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. | |