



Federation Nebula Carrier

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16
In Service: 2368	Turn Delay: 1 x Speed	Stb/Port Defense: 17
Point Value: 930	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

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
9-8:	Adv. Photon Torpedo
9-12:	Hangar
13-18:	Aft Structure
19-20:	PRIMARY Hit

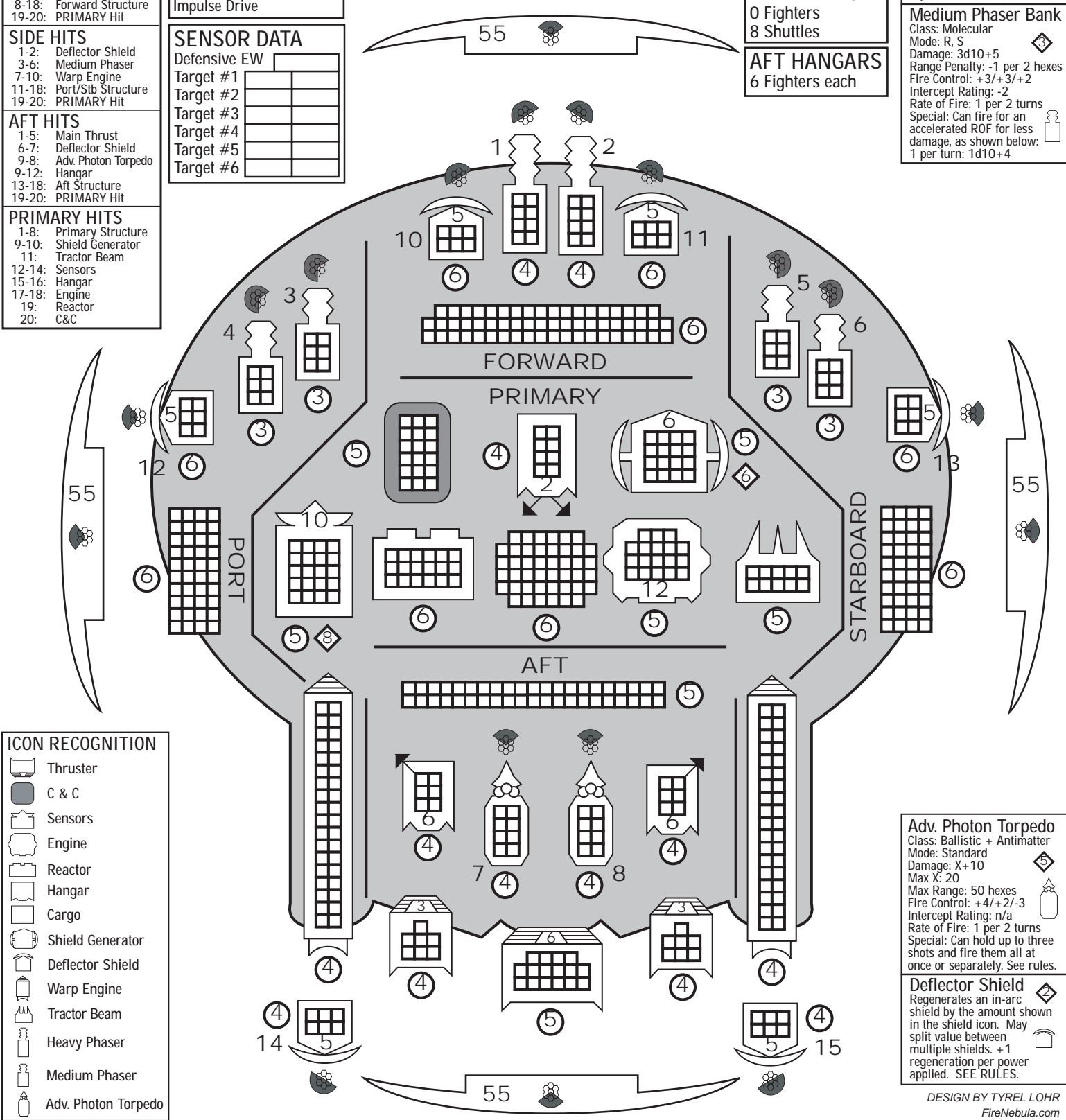
PRIMARY HITS	
1-8:	Primary Structure
9-10:	Shield Generator
11:	Tractor Beam
12-14:	Sensors
15-16:	Hangar
17-18:	Engine
19:	Reactor
20:	C&C

SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	

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

MAIN HANGAR	
0 Fighters	
8 Shuttles	

AFT HANGARS	
6 Fighters each	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Shield Generator
	Deflector Shield
	Warp Engine
	Tractor Beam
	Heavy Phaser
	Medium Phaser
	Adv. Photon Torpedo

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.	