



Version 3: 2E/STARSCAPE

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



2ND EDITION

# Federation Nebula Cruiser

## SPECS

Class: Capital Ship  
In Service: 2358  
Point Value: 875  
Ramming Factor: 220  
Warp Delay: 5 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 17  
Engine Efficiency: 4/1  
Extra Power: 0  
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 |

## HANGAR

0 Fighters  
8 Shuttles

## 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 accelerator 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 accelerator 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

## 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

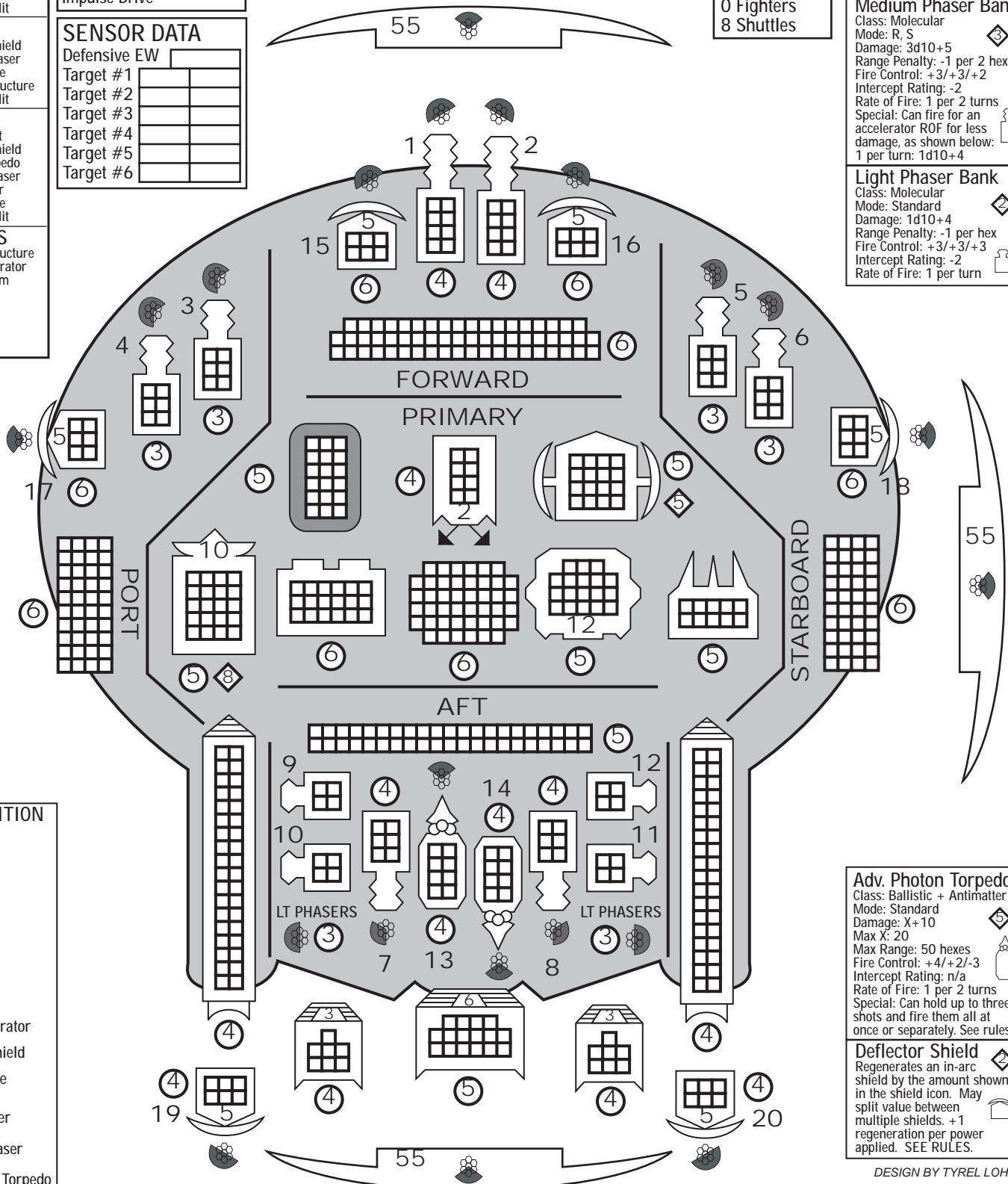
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- 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  
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.

DESIGN BY TYREL LOHR  
FireNebula.com