

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	

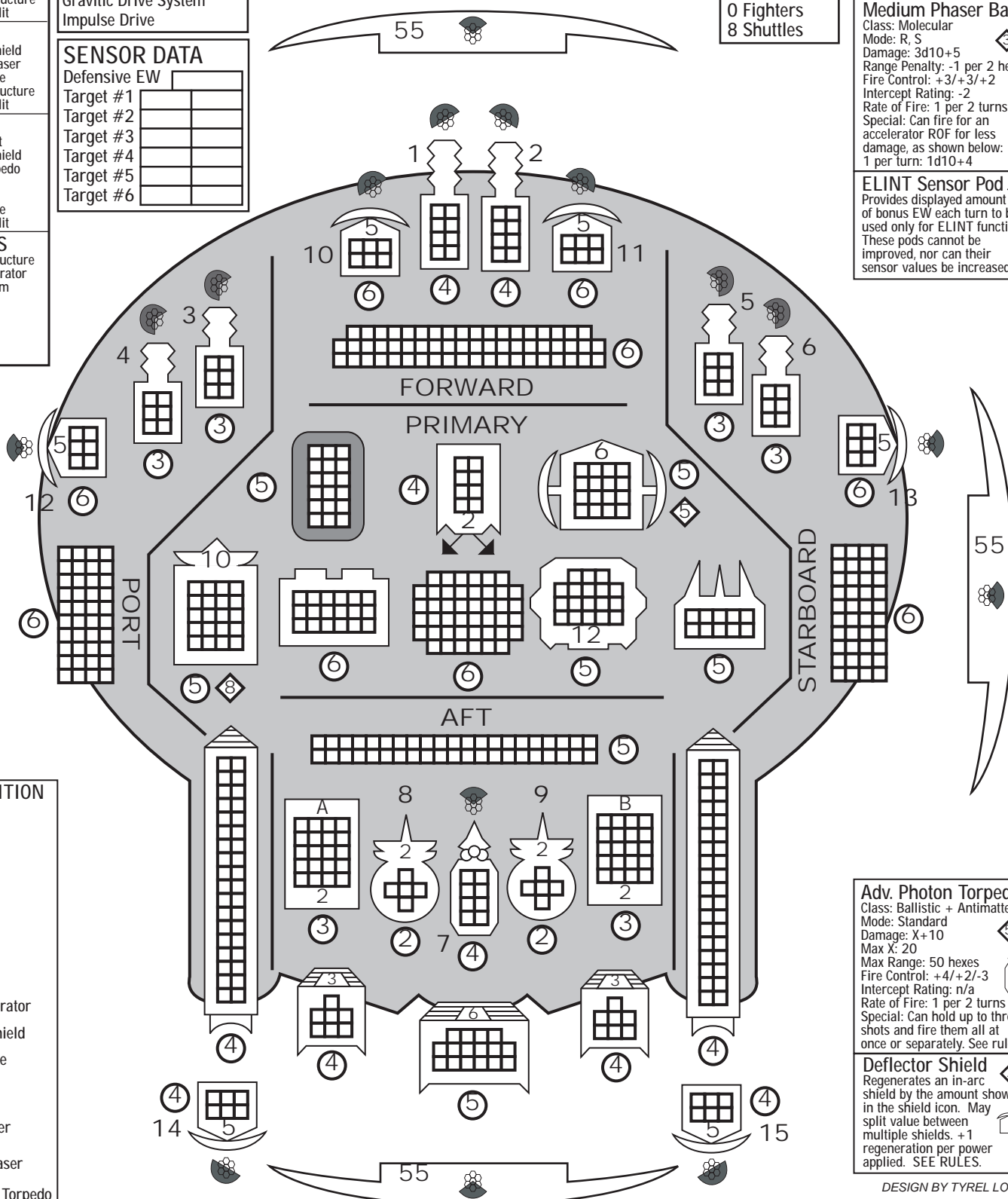
HANGAR
0 Fighters
8 Shuttles

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
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.

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

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Cargo
Shield Generator
Deflector Shield
Warp Engine
ELINT Pod
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.