



# Federation New Orleans Battlecruiser

**SPECS**

Class: Capital Ship  
In Service: 2355  
Point Value: 900  
Ramming Factor: 200  
Warp Delay: 5 Turns

**MANEUVERING**

Turn Cost: 2/3 Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 3+3 Thrust

**COMBAT STATS**

Fwd/Aft Defense: 16  
Stb/Port Defense: 15  
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	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

**HANGAR**

0 Fighters  
6 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**

1-2: Deflector Shield  
3-6: Photon Torpedo  
7-8: Heavy Phaser  
9-10: Light Phaser  
11-18: Forward Structure  
19-20: PRIMARY Hit

**SIDE HITS**

1-2: Deflector Shield  
3-4: Impulse Thruster  
5-7: Medium Phaser  
8-9: Light Phaser  
10-18: Port/Stb Structure  
19-20: PRIMARY Hit

**AFT HITS**

1-5: Main Thrust  
6-7: Light Phaser  
8-11: Warp Engine  
12-18: Aft Structure  
19-20: PRIMARY Hit

**PRIMARY HITS**

1-6: Primary Structure  
7-8: Photon Torpedo  
9-10: Shield Generator  
11: Tractor Beam  
12-13: Sensors  
14-15: Hangar  
16-17: Engine  
18-19: Reactor  
20: C&C

**SPECIAL NOTES**

Limited Availability (33%)  
Gravitic Drive System  
Impulse Drive

**SENSOR DATA**

Defensive EW

Target #1

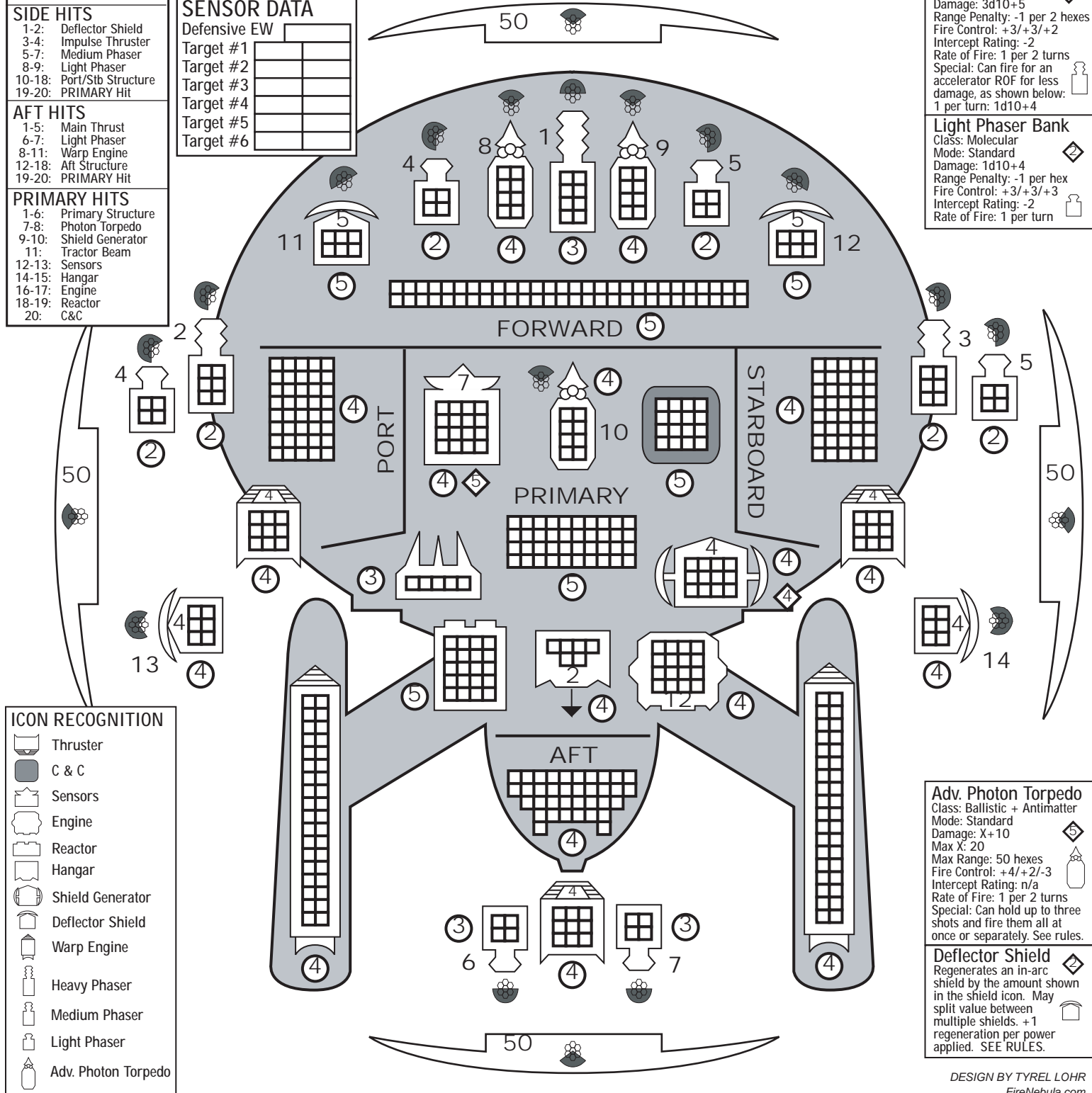
Target #2

Target #3

Target #4

Target #5

Target #6

**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Heavy Phaser
- Medium Phaser
- Light 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.