



2ND EDITION

Federation Excelsior Command Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 15
In Service: ???	Turn Delay: 2/3 Speed	Stb/Port Defense: 17
Point Value: 500	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 190	Pivot Cost: 3+3 Thrust	Extra Power: 0
Warp Delay: 5 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +2
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 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA	
Medium Phaser Bank	
Class: Molecular	
Mode: R, S	3
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	2
Damage: 1d10+4	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: -2	
Rate of Fire: 1 per turn	

Photon Torpedo	
Class: Ballistic + Antimatter	
Mode: Standard	4
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	

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.	

FORWARD HITS	
1-3:	Deflector Shield
4-9:	Medium Phaser
10-18:	Forward Structure
19-20:	PRIMARY Hit

SIDE HITS	
1-2:	Deflector Shield
3-4:	Photon Torpedo
5-7:	Medium Phaser
8-10:	Warp Engine
11-18:	Port/Stb Structure
19-20:	PRIMARY Hit

AFT HITS	
1-4:	Impulse Thrust
5-6:	Deflector Shield
7:	Photon Torpedo
8-9:	Medium Phaser
10-12:	Warp Engine
13-18:	Aft Structure
19-20:	PRIMARY Hit

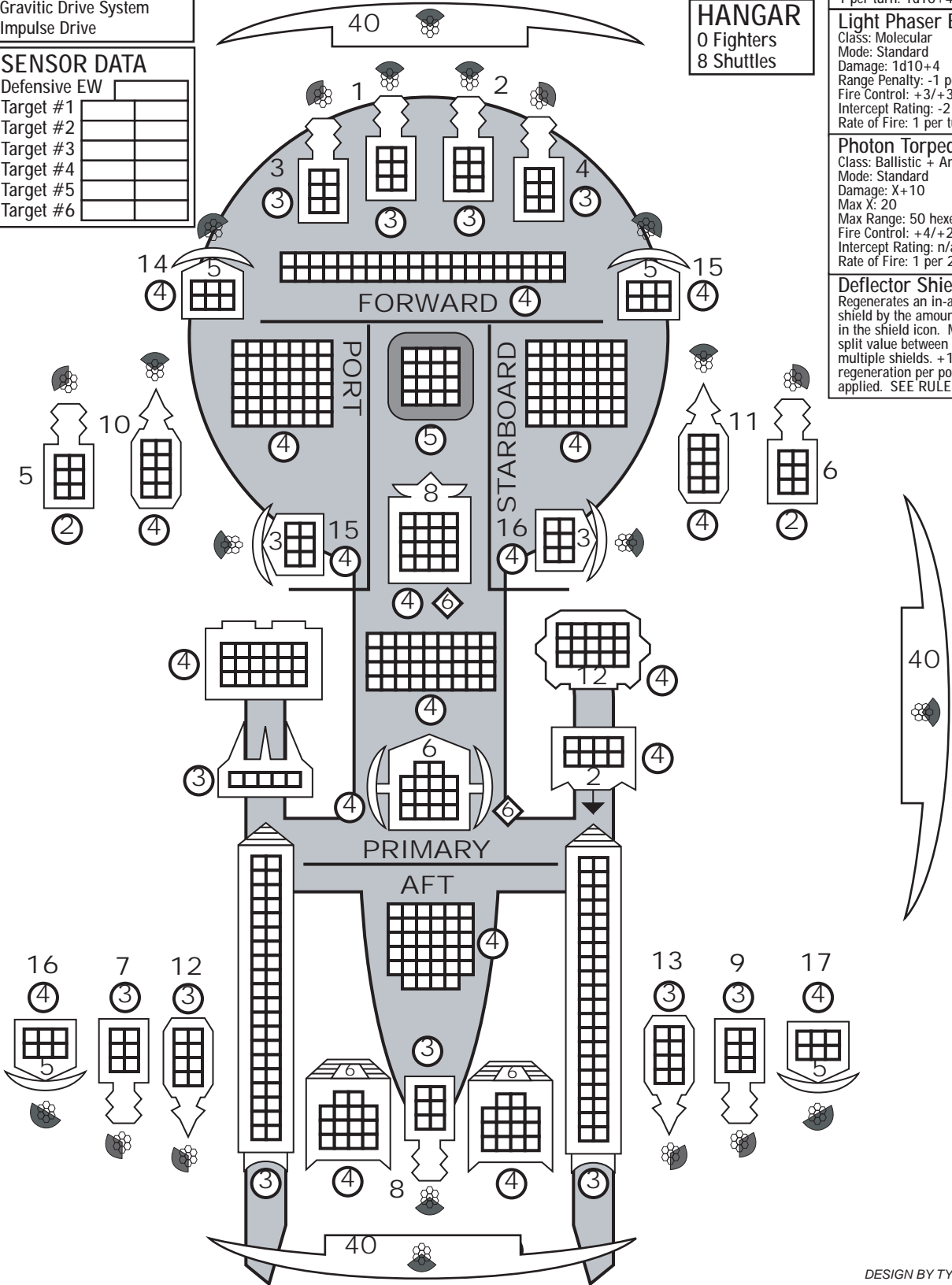
PRIMARY HITS	
1-8:	Primary Structure
9-10:	Shield Generator
11:	Tractor Beam
12-13:	Hangar
14-15:	Sensors
16-17:	Engine
18-19:	Reactor
20:	C&C

Note: Warp engines are part of both aft and appropriate side structure.

SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	

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

HANGAR	
0 Fighters	
8 Shuttles	



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Medium Phaser
	Light Phaser
	Photon Torpedo