Nebula Variant (Rare)
Version 2: 2E/STARSCAPE

Name: _____ Counter: _____

# Federation Nebula Explorer

BABYLON 5 WARS
2ND EDITION

| 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 |

**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

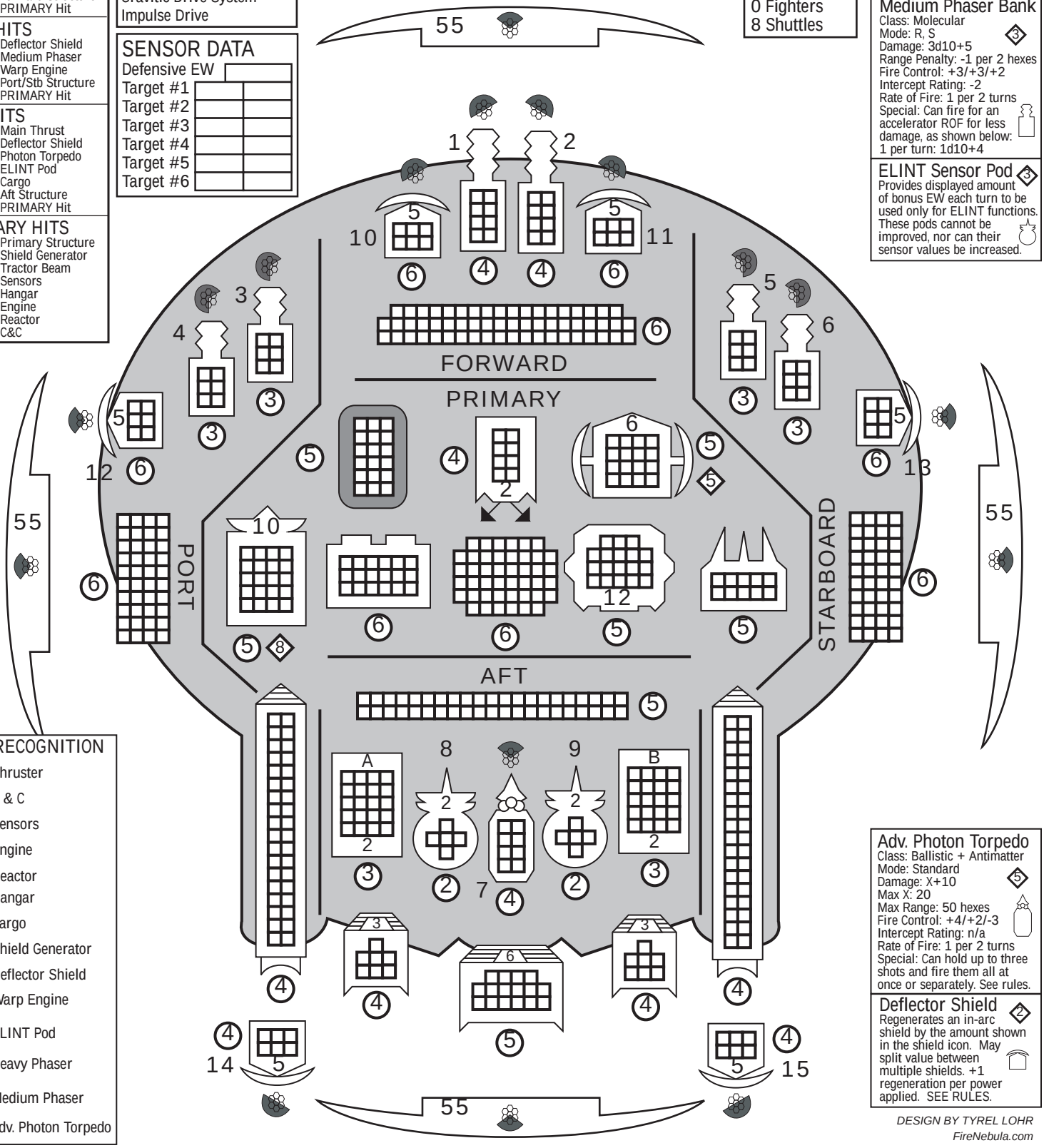
**PRIMARY HITS**
1-8: Primary Structure
9-10: Shield Generator
11: Tractor Beam
12-14: Sensors
15-16: Hangar
17-18: Engine
19: Reactor
20: C&C

**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 | |

**HANGAR**
0 Fighters
8 Shuttles




**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

**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.

**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.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