



Federation New Orleans Battlecruiser

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 2/3 Speed		Fwd/Aft Defense: 16	
In Service: 2355		Turn Delay: 1 x Speed		Stb/Port Defense: 15	
Point Value: 900		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 4/1	
Ramming Factor: 200		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	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12	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	1 2 2 3 4 4 5 6 6 7 8 8	1 2 2 3 4 4 5 6 6 7 8 8	1 2 2 3 4 4 5 6 6 7 8 8	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	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12	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

SPECIAL NOTES
Limited Availability (33%)
Gravitic Drive System
Impulse Drive

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

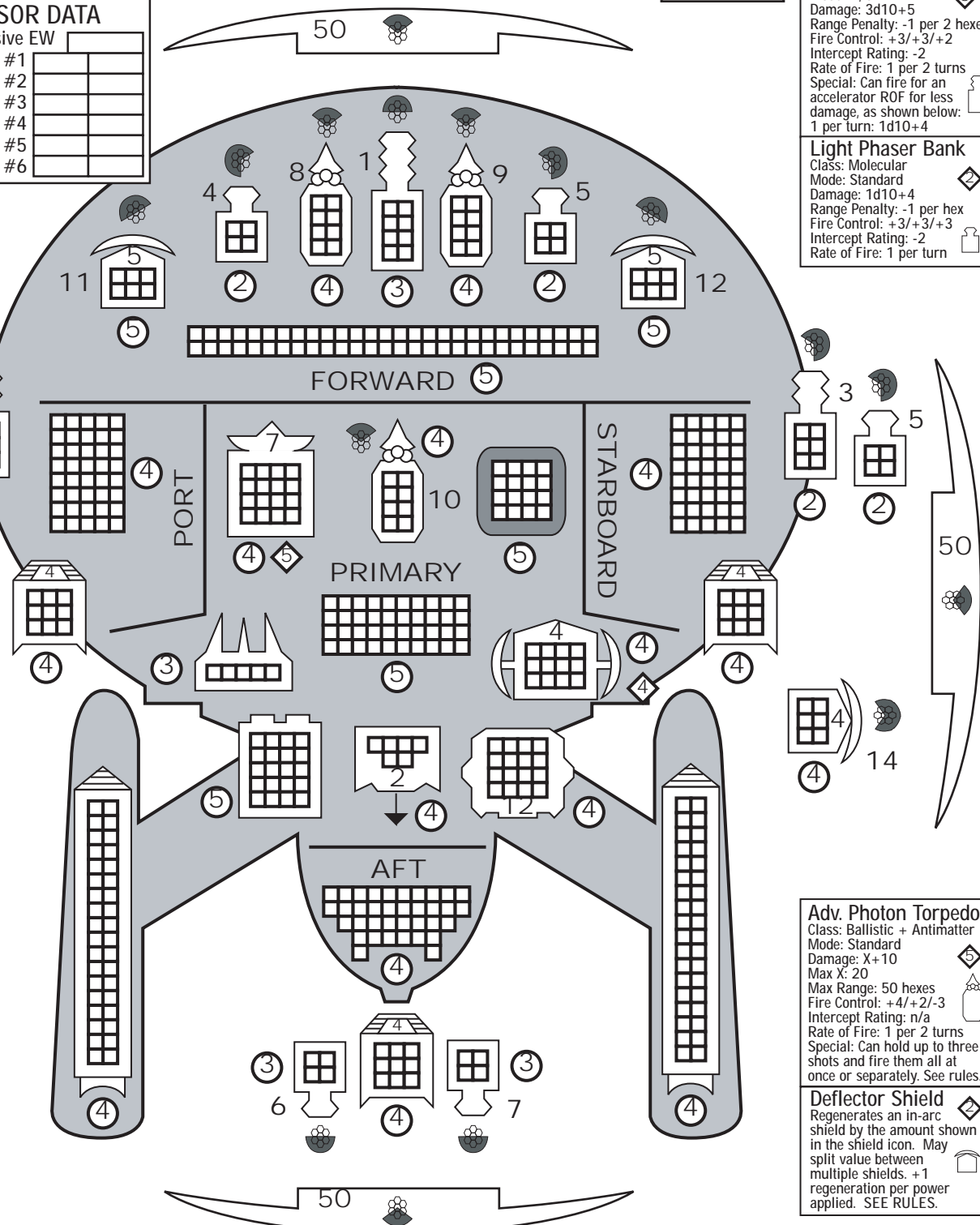
SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

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



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.	