



# Zentraedi Nupetiet Vergnitzs Flagship

## SPECS

Class: Enormous Ship  
 In Service: 1498  
 Point Value: 3500  
 Ram Factor: 1500  
 Fold Delay: 18 Turns

## MANEUVERING

Turn Cost: 4x Speed  
 Turn Delay: 3/2 Speed  
 Accel/Decel Cost: 12 Thrust  
 Pivot Cost: 12+12 Thrust  
 Roll Cost: 7+7 Thrust

## COMBAT STATS

Fwd/Aft Defense: 18  
 Stb/Port Defense: 22  
 Engine Efficiency: 8/1  
 Power Shortage: -4  
 Initiative Bonus: +2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	4	8	12	16	20	24	28	32	36	40	44	48
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

## REACTOR TOTALS

Reactor A: 62  
 Reactor B: 62  
 Reactor C: 62

## HANGAR

78 Gnerl Fighters  
 90 Regult Battlepods  
 36 Nousjadeul-Ger Armor  
 6 Glaug Battlepods  
 6 Troop Dropships  
 10 Theatre Scouts  
 8 Refueling Tankers  
 14 Shuttles

## WEAPON DATA

**Deim 655 Cannon**  
 Class: Particle  
 Modes: R, P, S  
 Damage: 4d10+25  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +5/+3/-  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns

## Mossil 918 Battery

Class: Particle  
 Mode: Standard  
 Damage: 2d10+4  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+2/-1  
 Intercept Rating: -1  
 Rate of Fire: 1 per turn

## Rasar 89 Battery

Class: Ballistic  
 Mode: Standard  
 Damage: 15  
 Maximum Range: 40  
 Range Penalty: n/a  
 Fire Control: +4/+4/+1  
 Intercept Rating: -1  
 Rate of Fire: 1 per 2 turns  
 Note: 3 OEW Built-in

## Rasar 481 Battery

Class: Ballistic  
 Mode: Pulse  
 Damage: 8 1d3 times  
 Maximum Pulses: 4  
 Pulse Grouping: +1 per 4  
 Maximum Range: 15  
 Fire Control: +2/+2/+4  
 Intercept Rating: -2  
 Rate of Fire: 1 per 2 turns  
 Note: 3 OEW Built-in

## Pod Override Emitter

Class: Electromagnetic  
 Mode: Special  
 Maximum Range: 100  
 Special: Targets one hex and affects all friendly fighters within a five hex radius. Affected fighters must move directly to their mother ships and land. Emitter ship's player controls the flights. During this return, they may neither fire nor jink.

## FORWARD HITS

1-3: Retro Thrust  
 4-5: Deim 655 Cannon  
 6-7: Mossil 918 Battery  
 8-10: Rasar 89 Battery  
 11-18: Forward Structure  
 19-20: PRIMARY Hit

## FWD SIDE HITS

1-3: Port/Stb Thrust  
 4-5: Cargo  
 6-8: Mossil 918 Battery  
 9: Rasar 89 Battery  
 10-11: Rasar 418 Battery  
 12-18: Fore Port/Stb Struct  
 19-20: PRIMARY Hit

## AFT SIDE HITS

1-3: Port/Stb Thrust  
 4-5: Cargo  
 6-7: Mossil 918 Battery  
 8-9: Rasar 418 Battery  
 10-18: Aft Port/Stb Struct  
 19-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
 6-7: Jump Engine  
 8-9: Mossil 918 Battery  
 10: Rasar 418 Battery  
 11-18: Aft Structure  
 19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
 9-10: Deim 655 Cannon  
 11: Rasar 481 Battery  
 12: Sensors  
 13-14: Engine  
 15-17: Hangar  
 18-19: Reactor  
 20: C&C

## SPECIAL NOTES

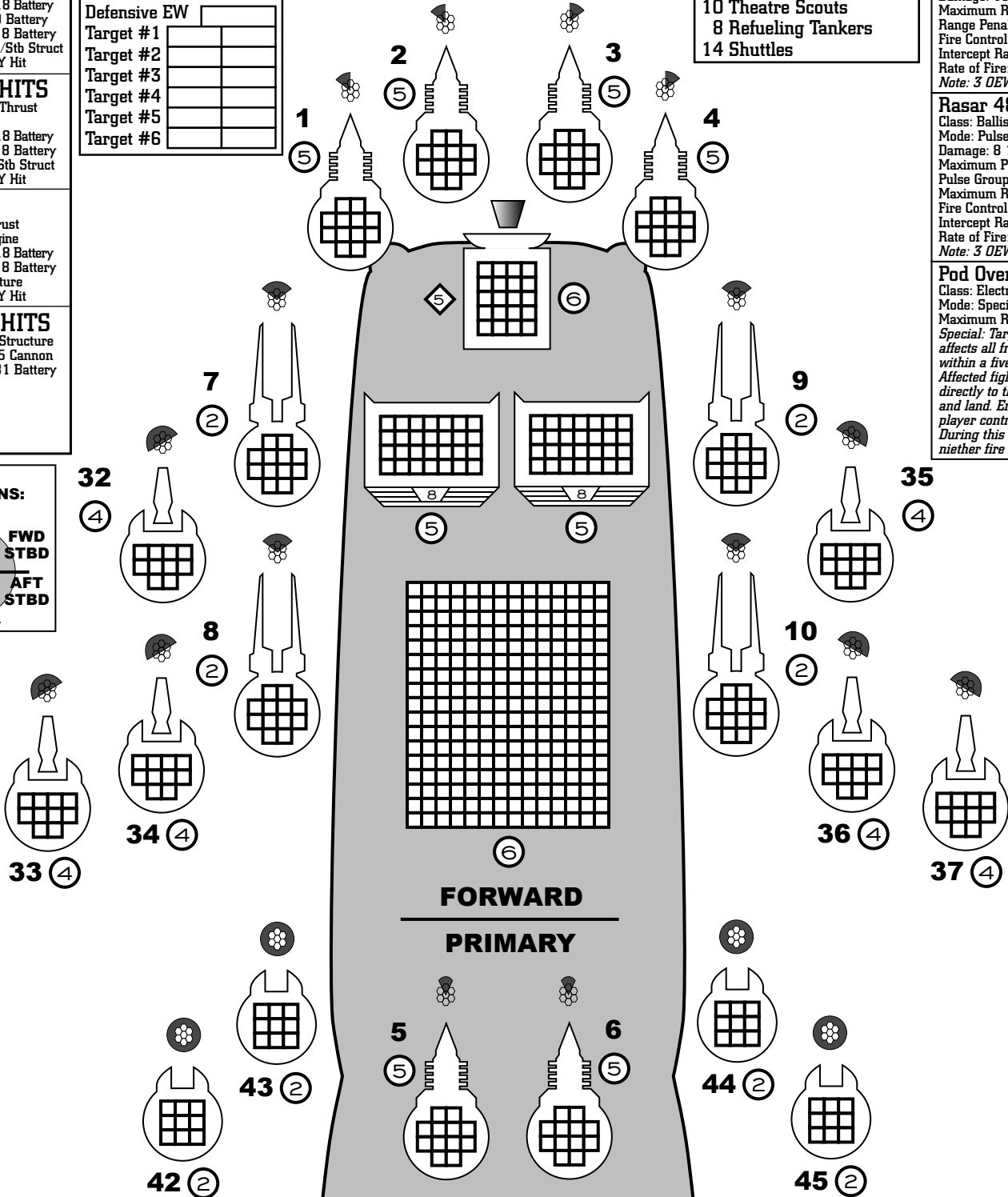
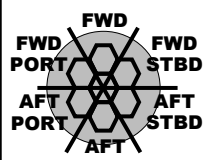
+2 Command Bonus  
 Hyperspace Fold Drive  
 Giant Crew  
 Atmospheric Capable  
 Restricted Deployment 10%

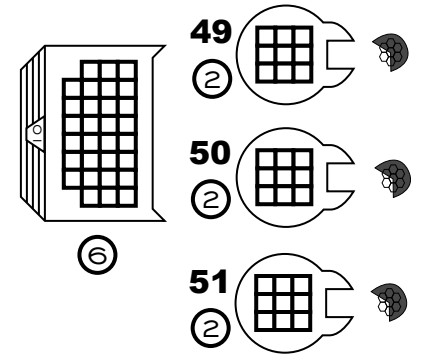
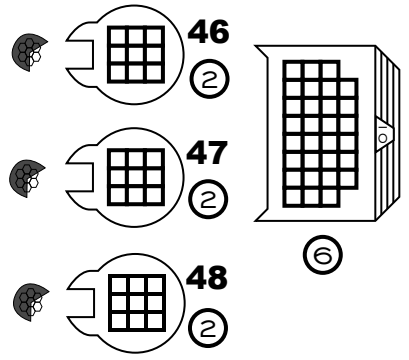
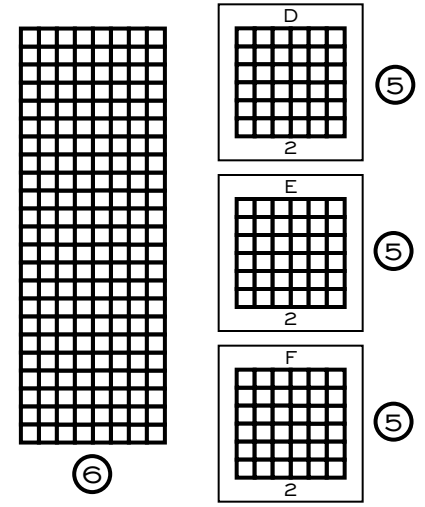
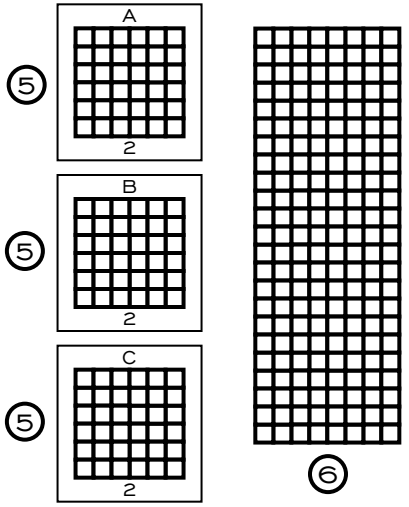
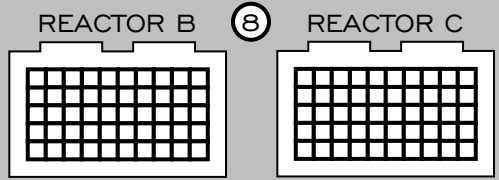
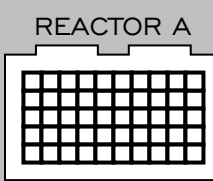
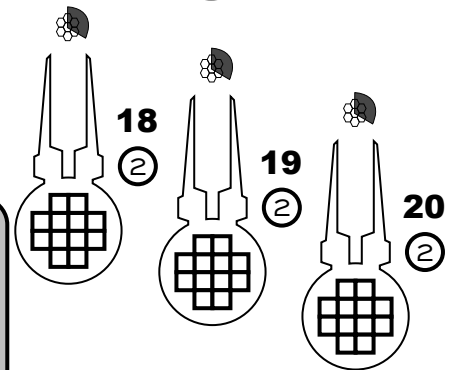
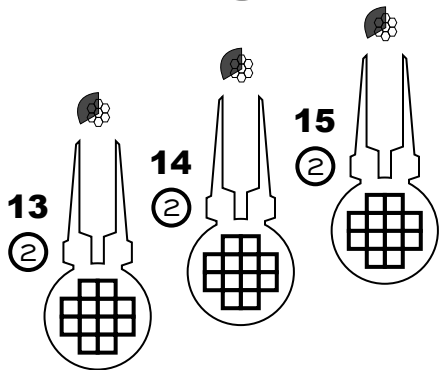
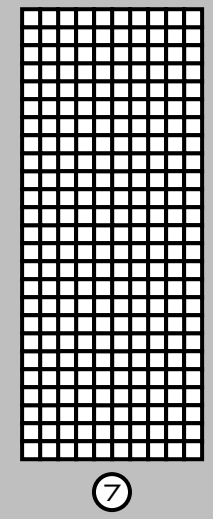
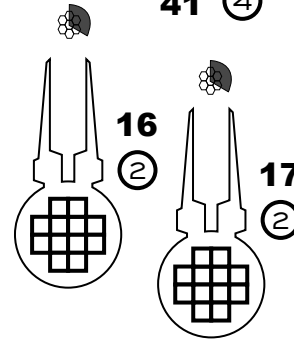
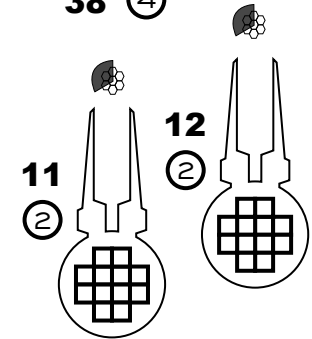
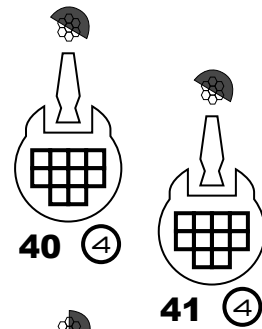
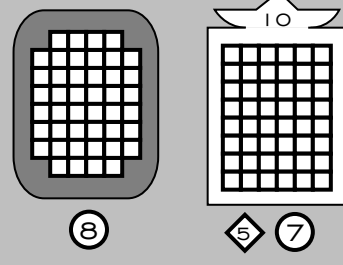
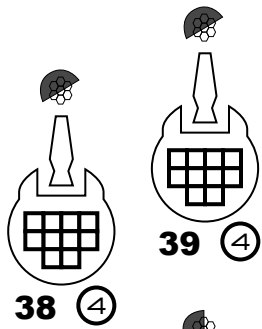
## SENSOR DATA

Defensive EW

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

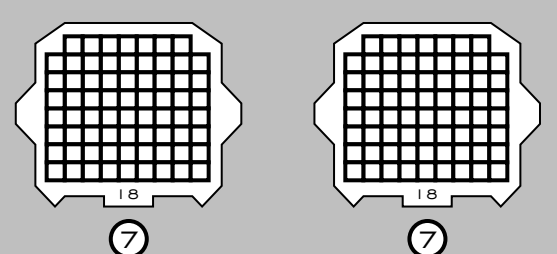
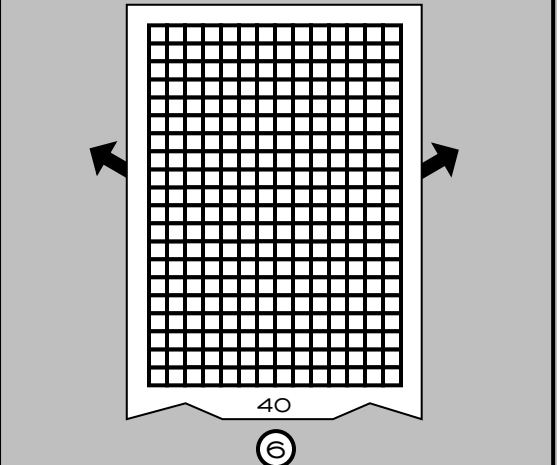
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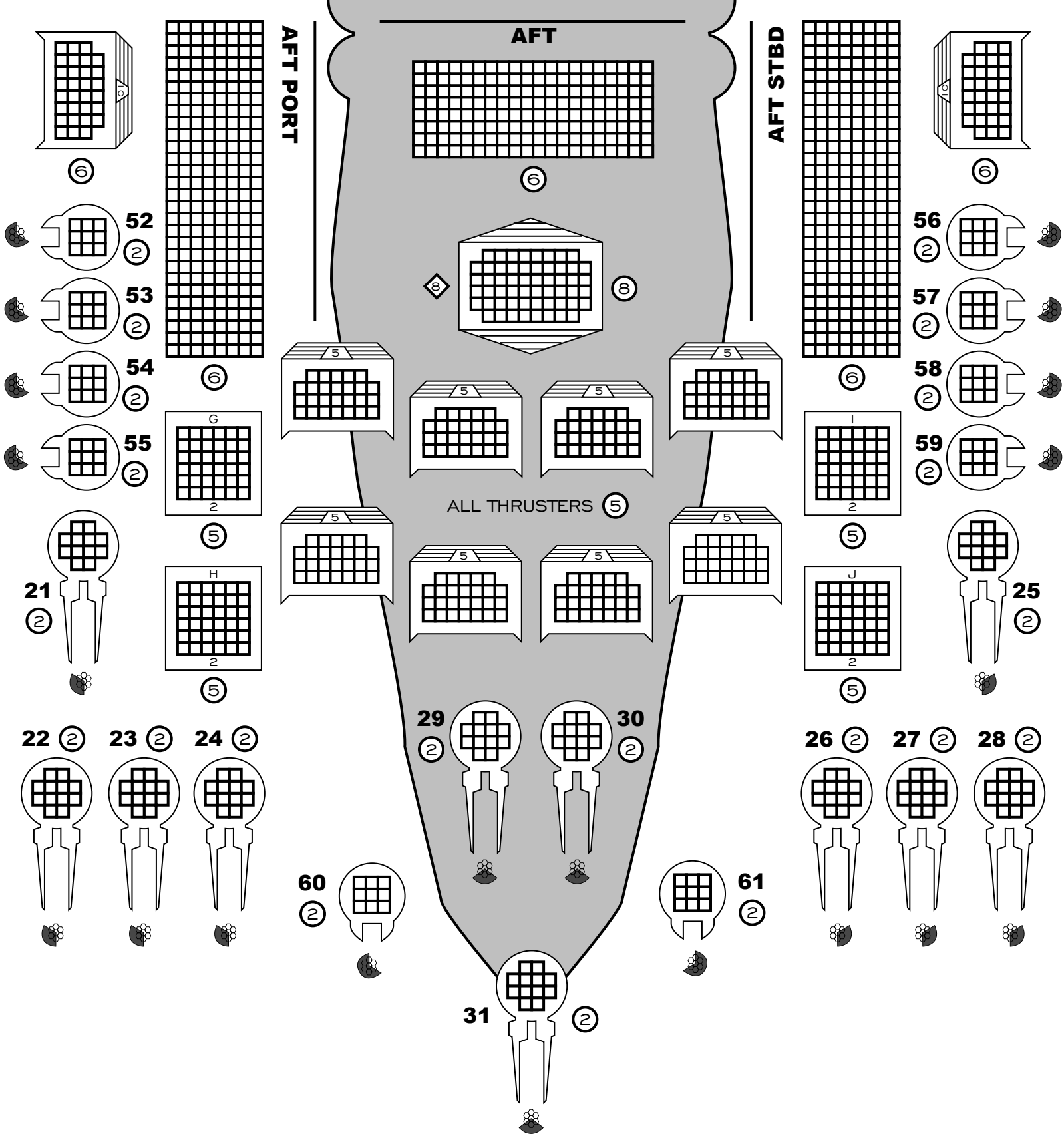




FORWARD PORT

FORWARD STBD





**ICON RECOGNITION**

- |  |                  |  |                                    |
|--|------------------|--|------------------------------------|
|  | Thruster         |  | Pod Override Emitter               |
|  | C & C            |  | Deim 655 Particle Cannon           |
|  | Sensors          |  | Mossil 918 Particle Cannon Battery |
|  | Engine           |  | Rasar 89 Anti-Ship Missile Battery |
|  | Reactor          |  | Rasar 481 Anti-Air Missile Battery |
|  | Hangar           |  |                                    |
|  | Hyper-Fold Drive |  |                                    |
|  | Cargo            |  |                                    |