



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

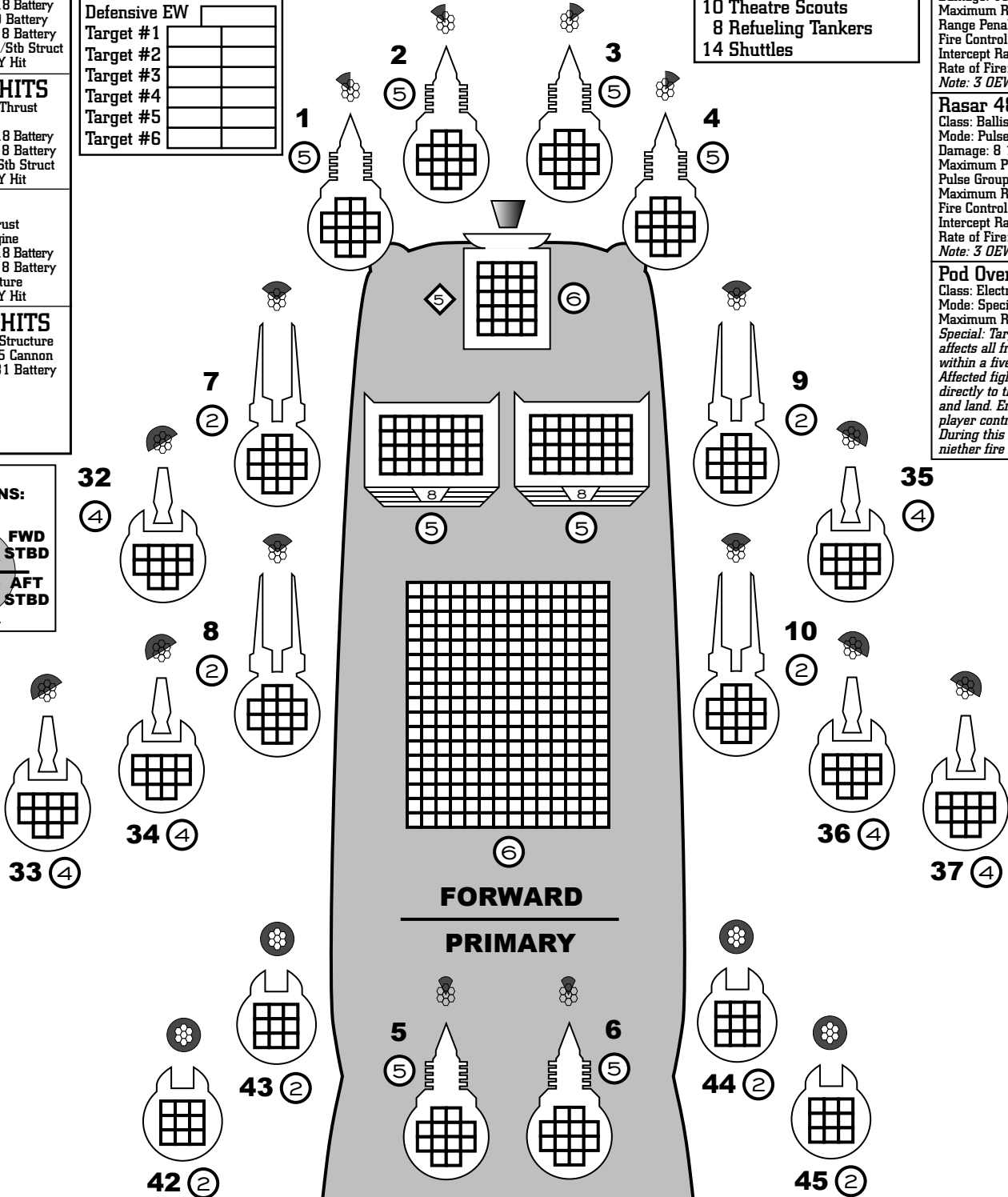
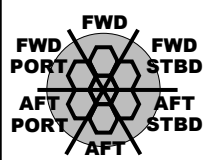
+2 Command Bonus
 Hyperspace Fold Drive
 Giant Crew
 Atmospheric Capable
 Restricted Deployment 10%

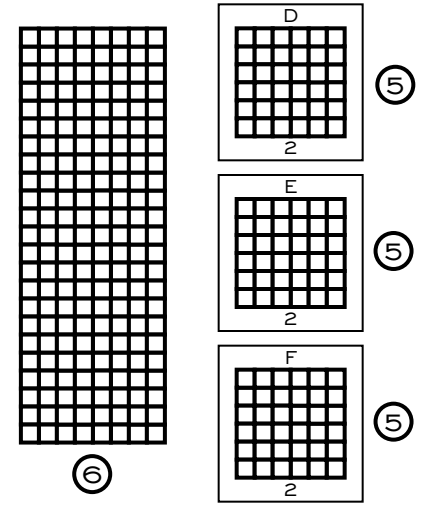
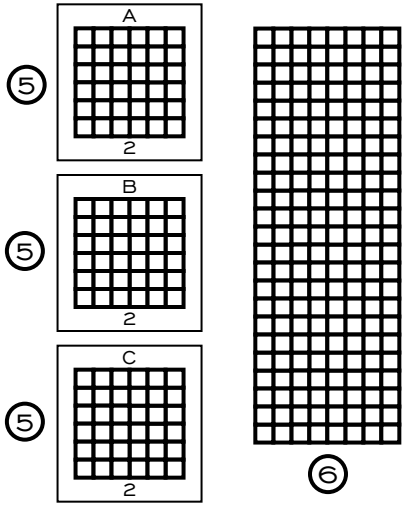
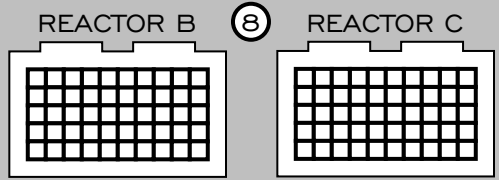
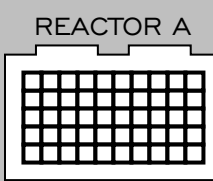
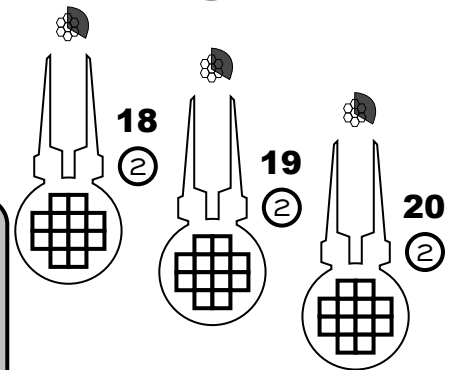
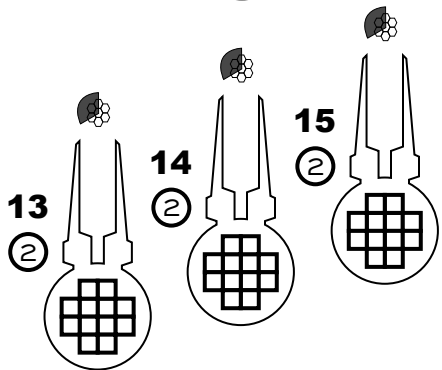
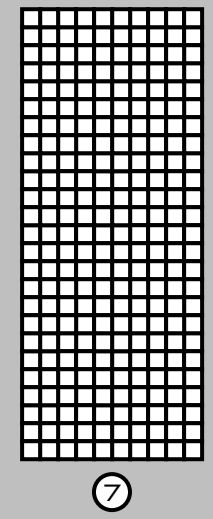
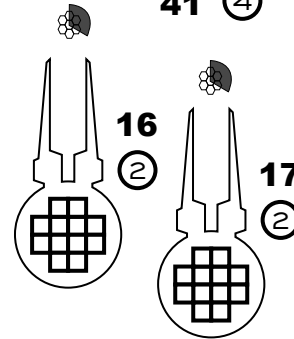
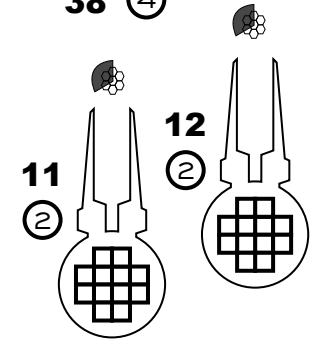
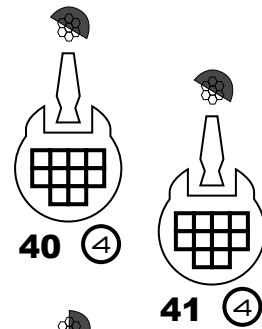
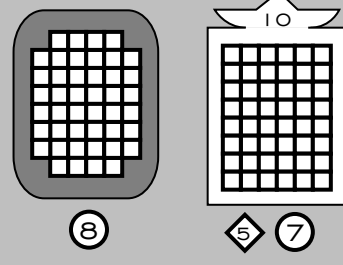
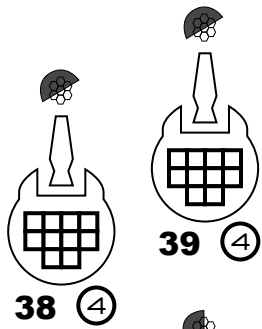
SENSOR DATA

Defensive EW

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

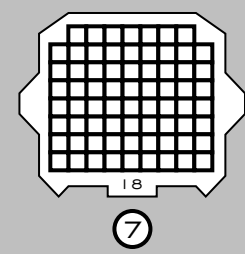
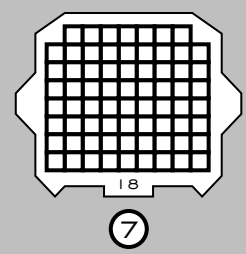
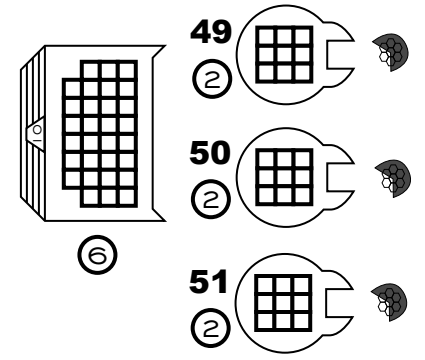
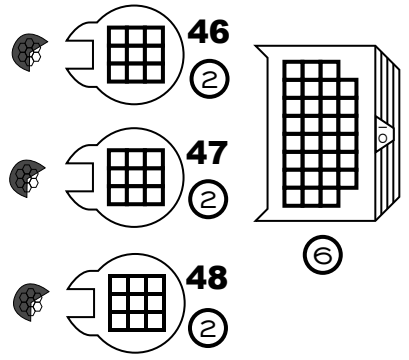
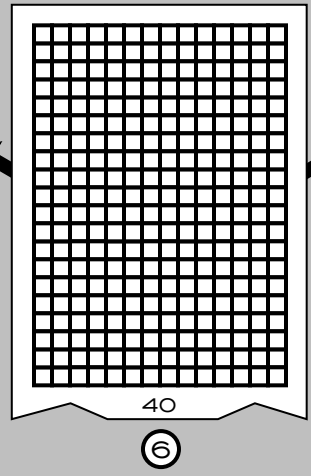
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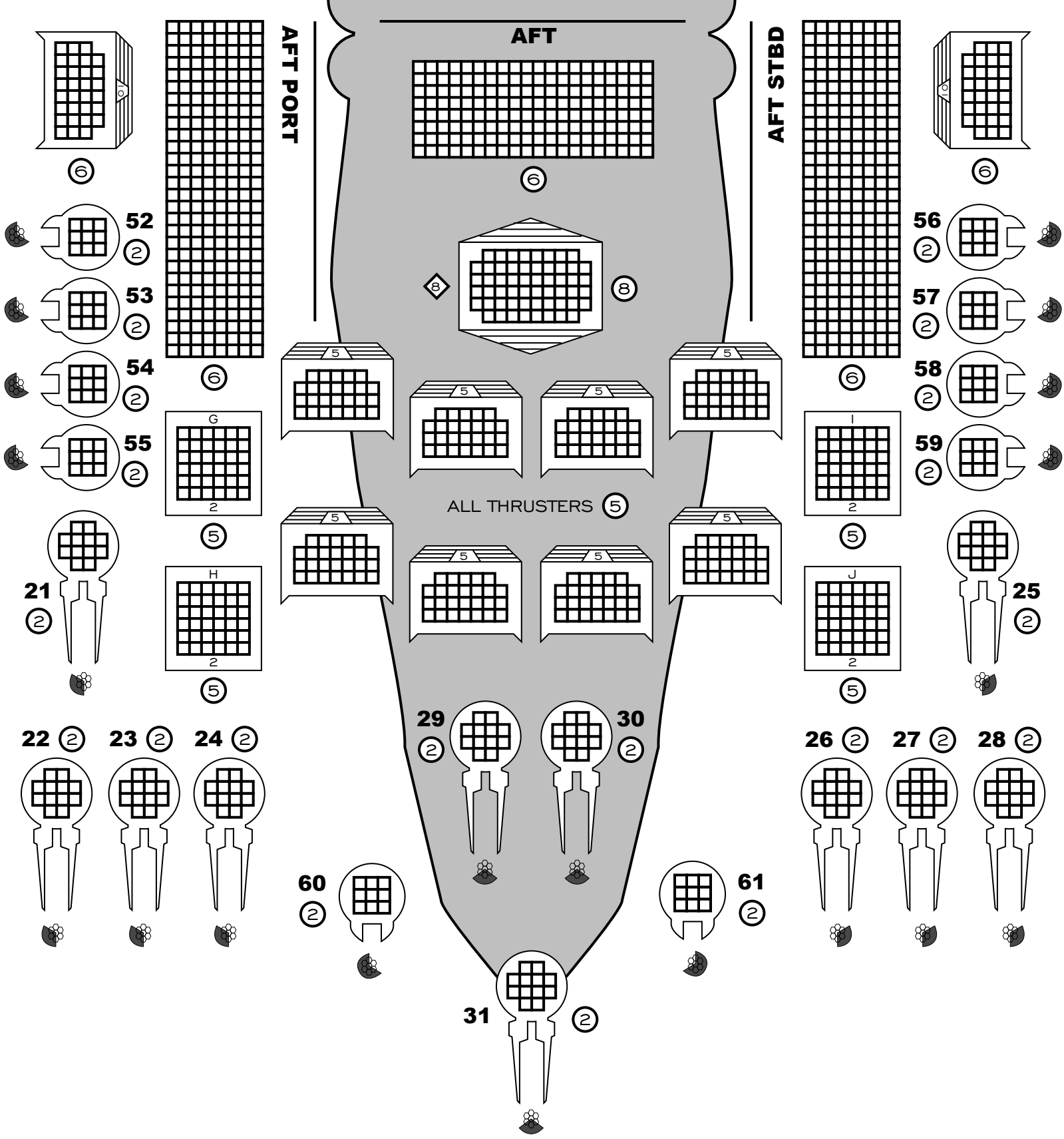




FORWARD PORT

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		