



# Novon Kradush Projection Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Def: 16 (14/12)
In Service: 1918	Turn Delay: 1 x Speed	Stb/Port Def: 16 (14/12)
Point Value: 500	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 160	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 24 Turns	Roll Cost: 4+4 Thrust	Initiative Bonus: +1
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	

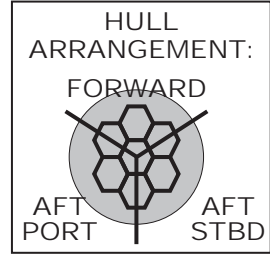
WEAPON DATA
<b>Antiproton Gun</b>
Class: Antimatter
Modes: Standard
Damage: 1X+12
Maximum X: 10
Range Penalty: Special
Range 0-5: No penalty
Range 6-10: -1 per hex
Range 11+: -2 per hex
Fire Control: +3/+3/+2
Intercept Rating: -2
Rate of Fire: 1 per turn

SECTION HITS
1-4: Thrust
5: Gravitic Shield
6: Turret
7-8: Fusion Cannon
9-18: Section Structure
19-20: PRIMARY Hit

SPECIAL NOTES
Gravitic Drive System
Special Hull Arrangement (Three Even Sides)

PRIMARY HITS
1-6: Primary Structure
7-8: Jump Engine
9: Shield Augmenter
10: Shield Projector
11-12: Shield Generator
13-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C&C

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

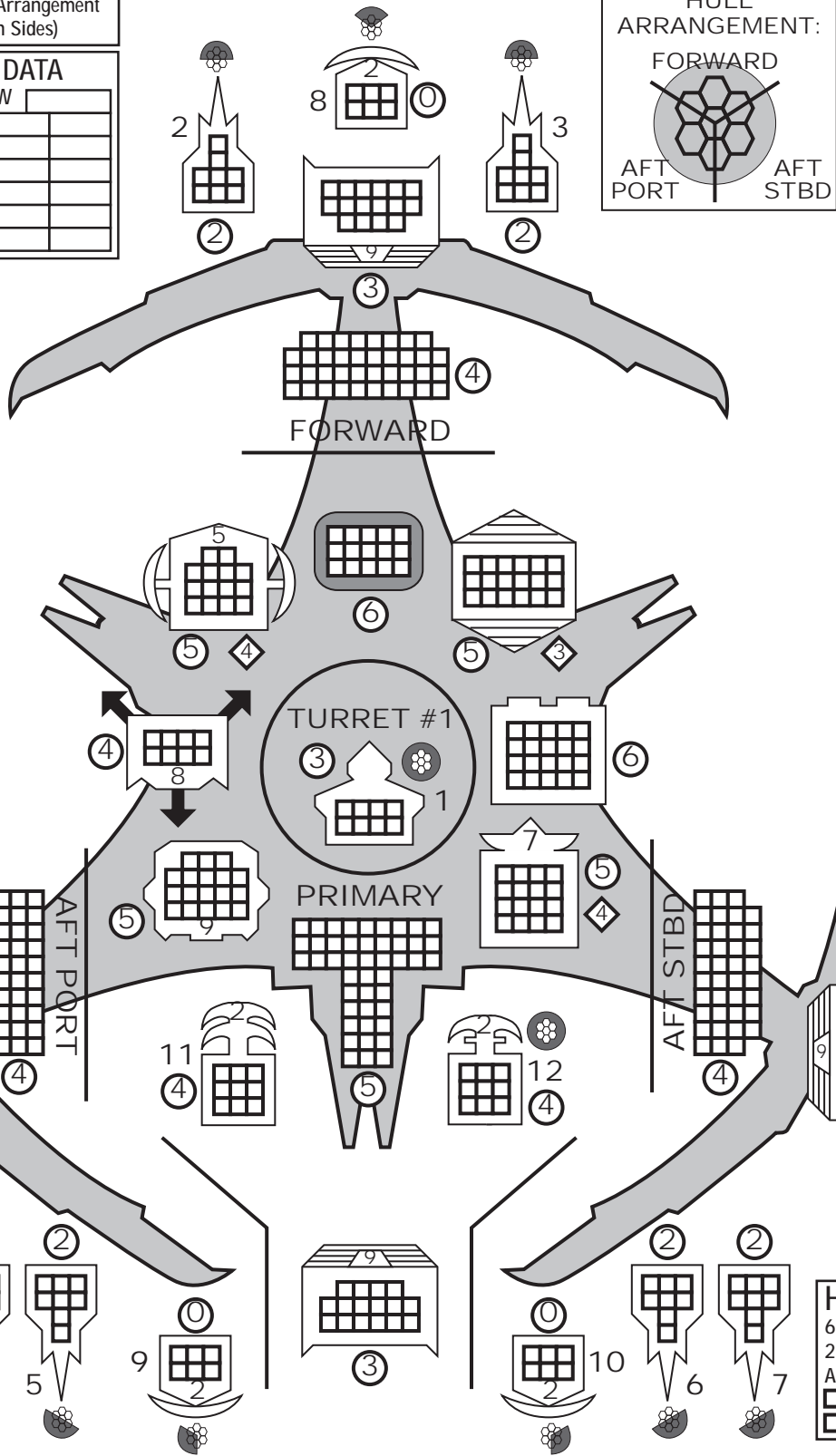


Fusion Cannon
Class: Molecular
Mode: Standard
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Gravitic Shield
Subtract Shield Factor from incoming chance to hit and any damage scored through arc.
Defense rating shown in parenthesis ( ) indicates value with shield active.

Shield Augmenter
Increases shield rating of all gravitic shields on ship by the augmenter's shield rating. Effects are cumulative with those from shield projectors.

Shield Projector
Maximum Range: 5 hexes
Increase shield rating of all gravitic shields on target vessel by the projector's shield rating.



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Shield Generator
Hangar
Antiproton Gun
Fusion Cannon
Gravitic Shield
Shield Augmenter
Shield Projector

HANGAR
6 Fighters
2 Shuttles: Thrust: 4
Armor: 3 Defense: 10/12