



Novon Sebek'Na Mothership

SPECS
 Class: Capital Ship
 In Service: 1927
 Point Value: 2200
 Ramming Factor: 450
 Jump Delay: 18 Turns

MANEUVERING
 Turn Cost: 3/2 Speed
 Turn Delay: 3/2 Speed
 Accel/Decel Cost: 5 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 6+6 Thrust

COMBAT STATS
 Fwd/Aft Defense: 20 (17)
 Stb/Port Defense: 20 (17)
 Engine Efficiency: 4/1
 Extra Power: 0
 Initiative Penalty: -2

WEAPON DATA
Heavy Antiproton Gun
 Class: Antimatter
 Modes: Standard
 Damage: 2X+16
 Maximum X: 20
 Range Penalty: Special
 Range 0-10: No penalty
 Range 11-20: -1 per hex
 Range 21+: -2 per hex
 Fire Control: +5/+3/+0
 Intercept Rating: -3
 Rate of Fire: 1 per 3 turns

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

SECTION HITS
 1-3: Thrust
 4: Gravitic Shield
 5-6: Turret
 7-8: Antiproton Gun
 9-10: Fusion Cannon
 11-12: Lt Fusion Bolter
 13-18: Section Structure
 19-20: PRIMARY Hit

SPECIAL NOTES
 Restricted Deployment (10%)
 Gravitic Drive System
 Atmospheric Capable
 Special Hull Arrangement
 (Six Even Sides)

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

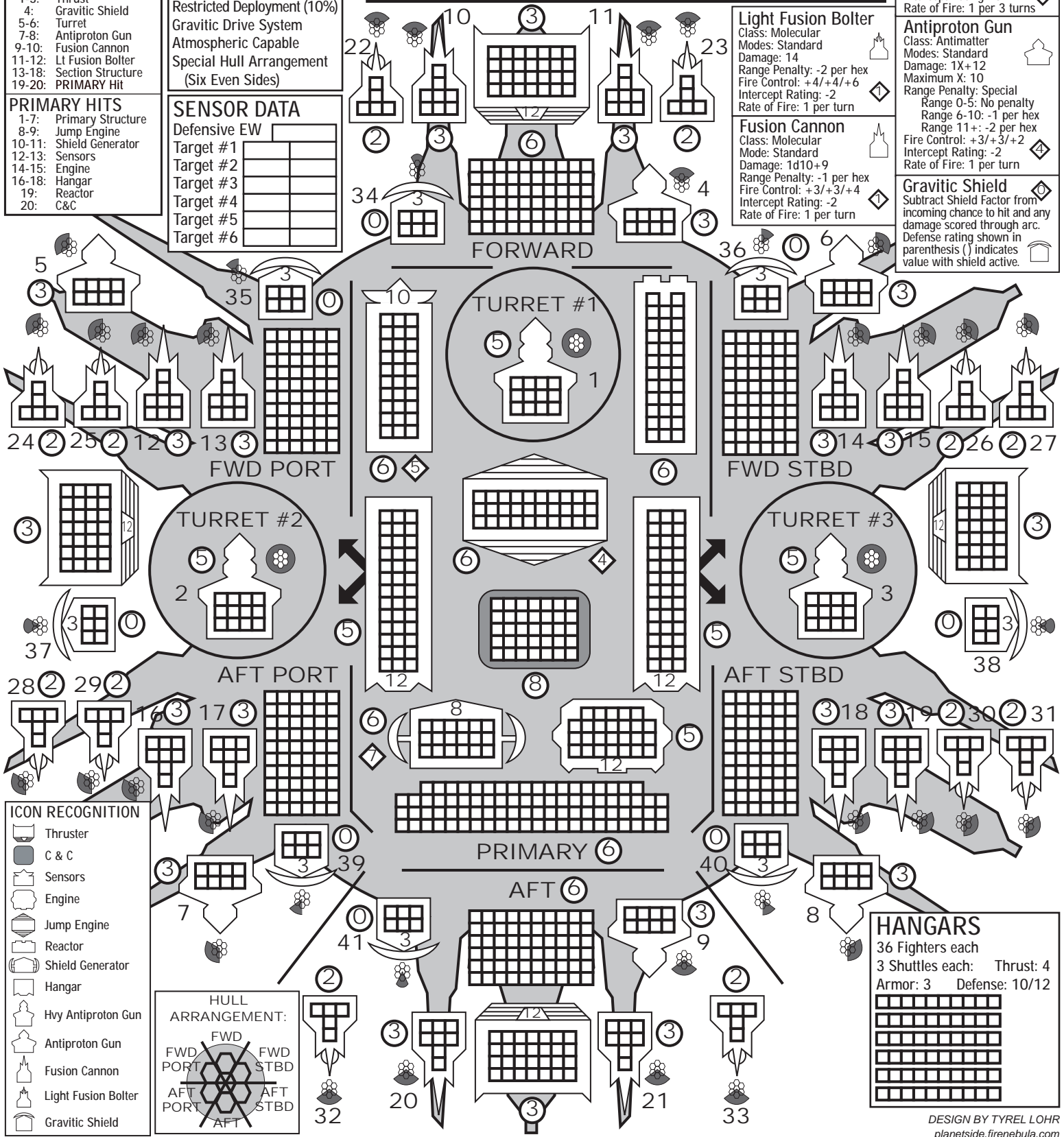
SENSOR DATA
 Defensive EW
 Target #1
 Target #2
 Target #3
 Target #4
 Target #5
 Target #6

Light Fusion Bolter
 Class: Molecular
 Modes: Standard
 Damage: 14
 Range Penalty: -2 per hex
 Fire Control: +4/+4/+6
 Intercept Rating: -2
 Rate of Fire: 1 per turn

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

Antiproton Gun
 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

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.



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Shield Generator
- Hangar
- Hvy Antiproton Gun
- Antiproton Gun
- Fusion Cannon
- Light Fusion Bolter
- Gravitic Shield

HULL ARRANGEMENT:

FWD
 FWD PORT FWD STBD
 AFT PORT AFT STBD
 AFT

HANGARS
 36 Fighters each
 3 Shuttles each: Thrust: 4
 Armor: 3 Defense: 10/12