



Son'a Battleship

SPECS

Class: Capital Ship
 In Service: 2364
 Point Value: 1400
 Ramming Factor: 260
 Warp Delay: 4 Turns

MANEUVERING

Turn Cost: 1 x Speed
 Turn Delay: 1 x Speed
 Accel/Decel Cost: 4 Thrust
 Pivot Cost: 4+4 Thrust
 Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 18
 Stb/Port Defense: 16
 Engine Efficiency: 4/1
 Extra Power: +0
 Initiative Bonus: +0

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

Isolytic Torpedo
 Class: Ballistic
 Mode: Flash
 Damage: 7d10+5
 Range Penalty: -1 per 5 hexes
 Max Range: 50 hexes
 Fire Control: +5/+0/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
 Special: each unit within one hex of the target suffers a 2d10 attack; resets warp delay for those units affected by the isolytic torpedo; on a natural to-hit roll of '1', a subspace rupture is formed. See Rules.

Photon Torpedo
 Class: Ballistic + Antimatter
 Mode: Standard
 Damage: X+10
 Max X: 20
 Range Penalty: -1 per 5 hexes
 Max Range: 50 hexes
 Fire Control: +4/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

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 accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4

FORWARD HITS
 1-3: Deflector Shield
 4-6: Photon Torpedo
 7-8: Medium Phaser
 9: Light Phaser
 10-18: Forward Structure
 19-20: PRIMARY Hit

SIDE HITS
 1-3: Port/Stb Thruster
 4-5: Deflector Shield
 6-7: Isolytic Torpedo
 8: Light Phaser
 9-12: Warp Engine
 13-18: Port/Stb Structure
 19-20: PRIMARY Hit

AFT HITS
 1-3: Impulse Thruster
 4-6: Deflector Shield
 7-9: Medium Phaser
 10-11: Light Phaser
 12-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS
 1-9: Primary Structure
 10: Tractor Beam
 11-12: Shield Generator
 13-14: Sensors
 15-16: Hangar
 17-18: Engine
 19: Reactor
 20: C&C

SPECIAL NOTES
 Gravitic Drive System
 Impulse Drive

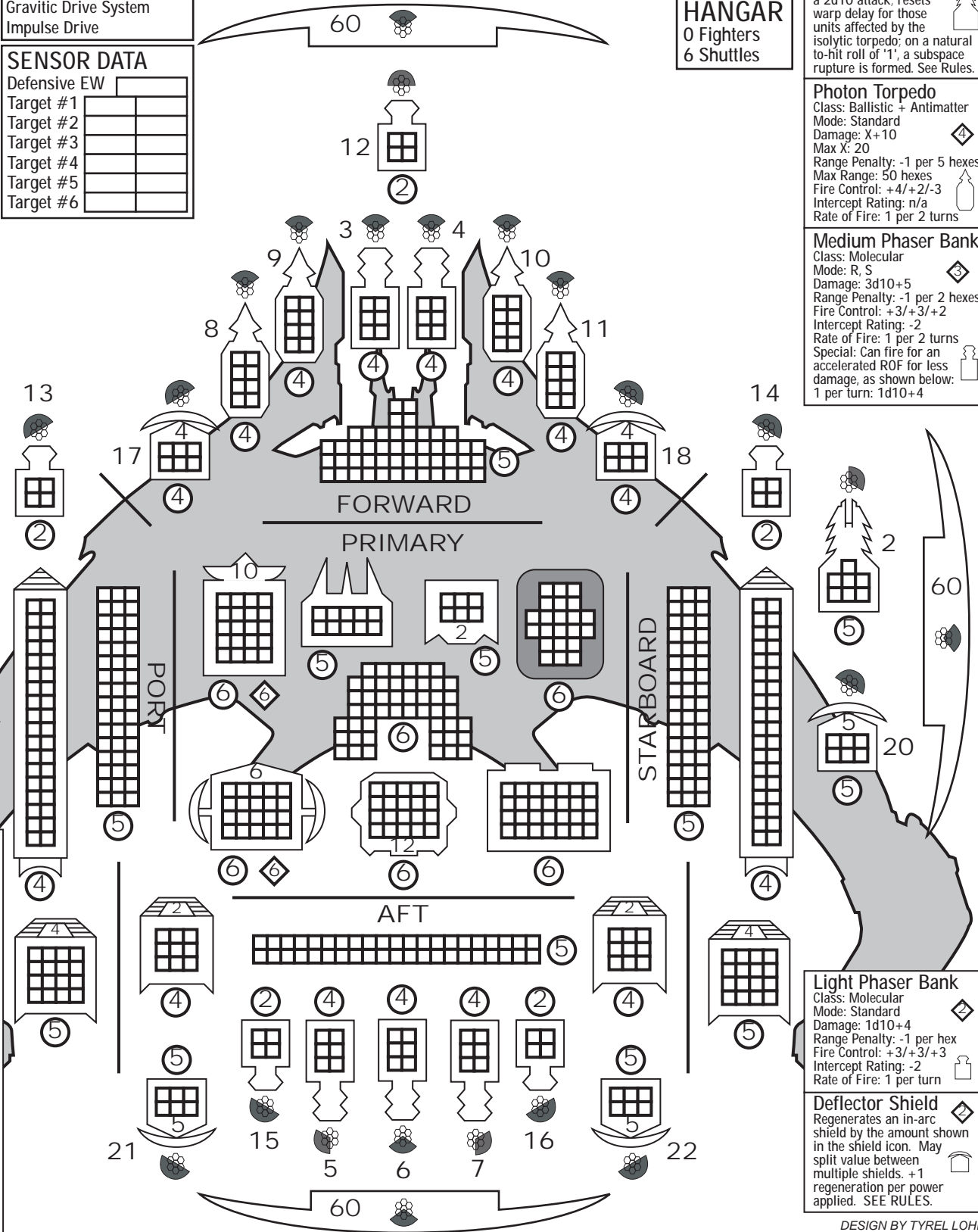
SENSOR DATA

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

HANGAR
 0 Fighters
 6 Shuttles

ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Isolytic Torpedo
- Photon Torpedo
- Medium Phaser
- Light Phaser



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

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.