



Novon Kree Shielded Transport

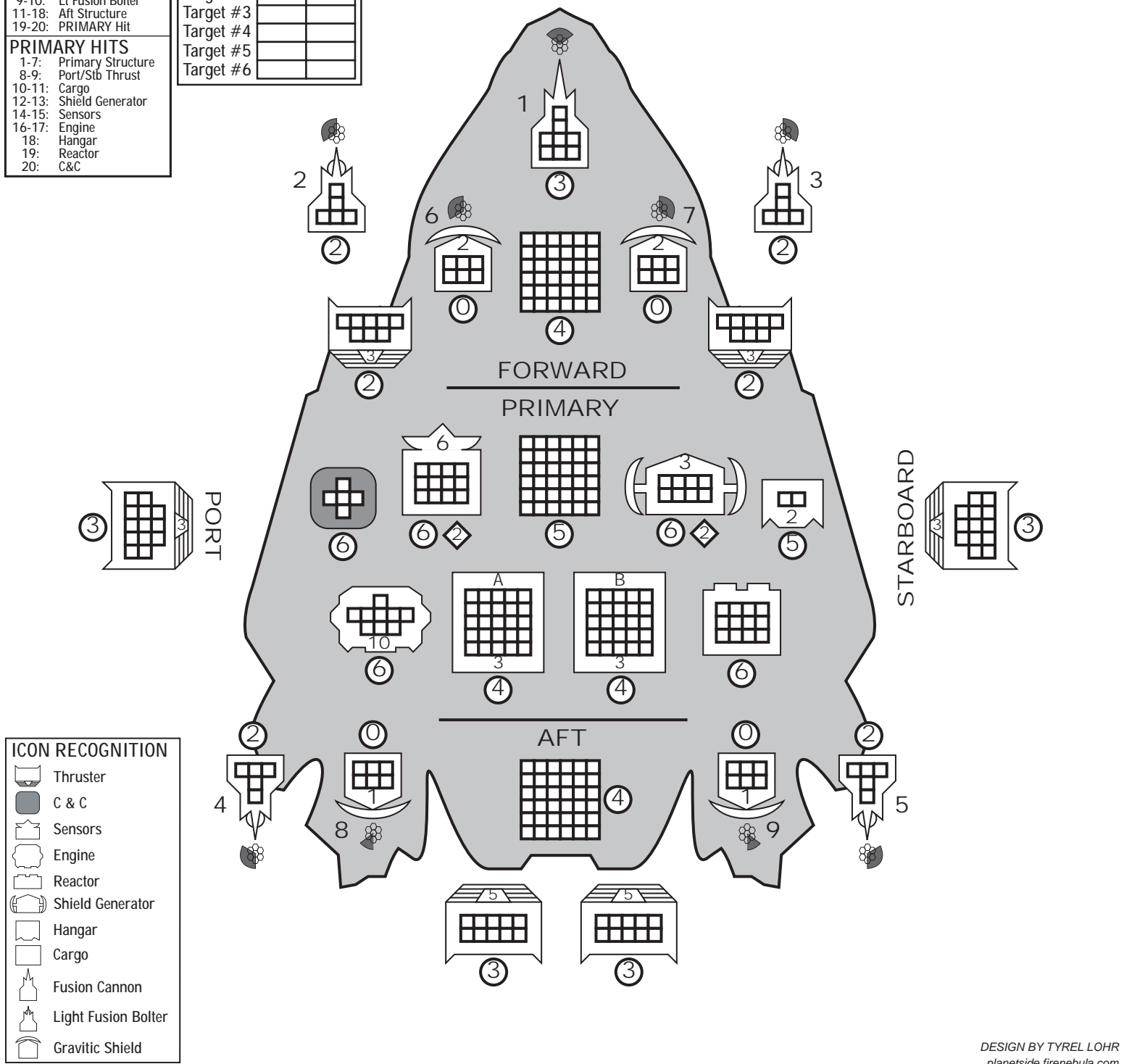
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl In Service: 1871 Point Value: 325 Ramming Factor: 100 Jump Delay: N/A	Turn Cost: 2/3 Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 1+1 Thrust Roll Cost: 1+1 Thrust	Fwd/Aft Def: 13 (11/12) Stb/Port Defense: 13 (11) Engine Efficiency: 2/1 Extra Power: 0 Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA	
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	
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	

FORWARD HITS	
1-3:	Retro Thrust
4-5:	Gravitic Shield
6-7:	Fusion Cannon
8-9:	Lt Fusion Bolter
10-18:	Forward Structure
19-20:	PRIMARY Hit
AFT HITS	
1-6:	Main Thrust
7-8:	Gravitic Shield
9-10:	Lt Fusion Bolter
11-18:	Aft Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-7:	Primary Structure
8-9:	Port/Stb Thrust
10-11:	Cargo
12-13:	Shield Generator
14-15:	Sensors
16-17:	Engine
18:	Hangar
19:	Reactor
20:	C&C

SPECIAL NOTES	
Gravitic Drive System	
Atmospheric Capable	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR	
0 Fighters	
2 Cargo Shuttles:	Thrust: 3
Armor: 4	Defense: 12/12



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Shield Generator
	Hangar
	Cargo
	Fusion Cannon
	Light Fusion Bolter
	Gravitic Shield