



Novon Stelraa'tar Mothership

SPECS

Class: Capital Ship
 In Service: 1866
 Point Value: 680
 Ramming Factor: 270
 Jump Delay: 20 Turns

MANEUVERING

Turn Cost: 4/3 Speed
 Turn Delay: 4/3 Speed
 Accel/Decel Cost: 4 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 5+5 Thrust

COMBAT STATS

Fwd/Aft Def: 18 (16/15)
 Stb/Port Def: 18 (16/15)
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

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

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

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.

SECTION HITS

- 1-4: Thrust
- 5-6: Gravitic Shield
- 7: Turret
- 5-9: Fusion Cannon
- 10-11: Hangar
- 12-18: Section Structure
- 19-20: PRIMARY Hit

SPECIAL NOTES

Limited Availability (33%)
 Gravitic Drive System
 Atmospheric Capable
 Special Hull Arrangement (Four Even Sides)

PRIMARY HITS

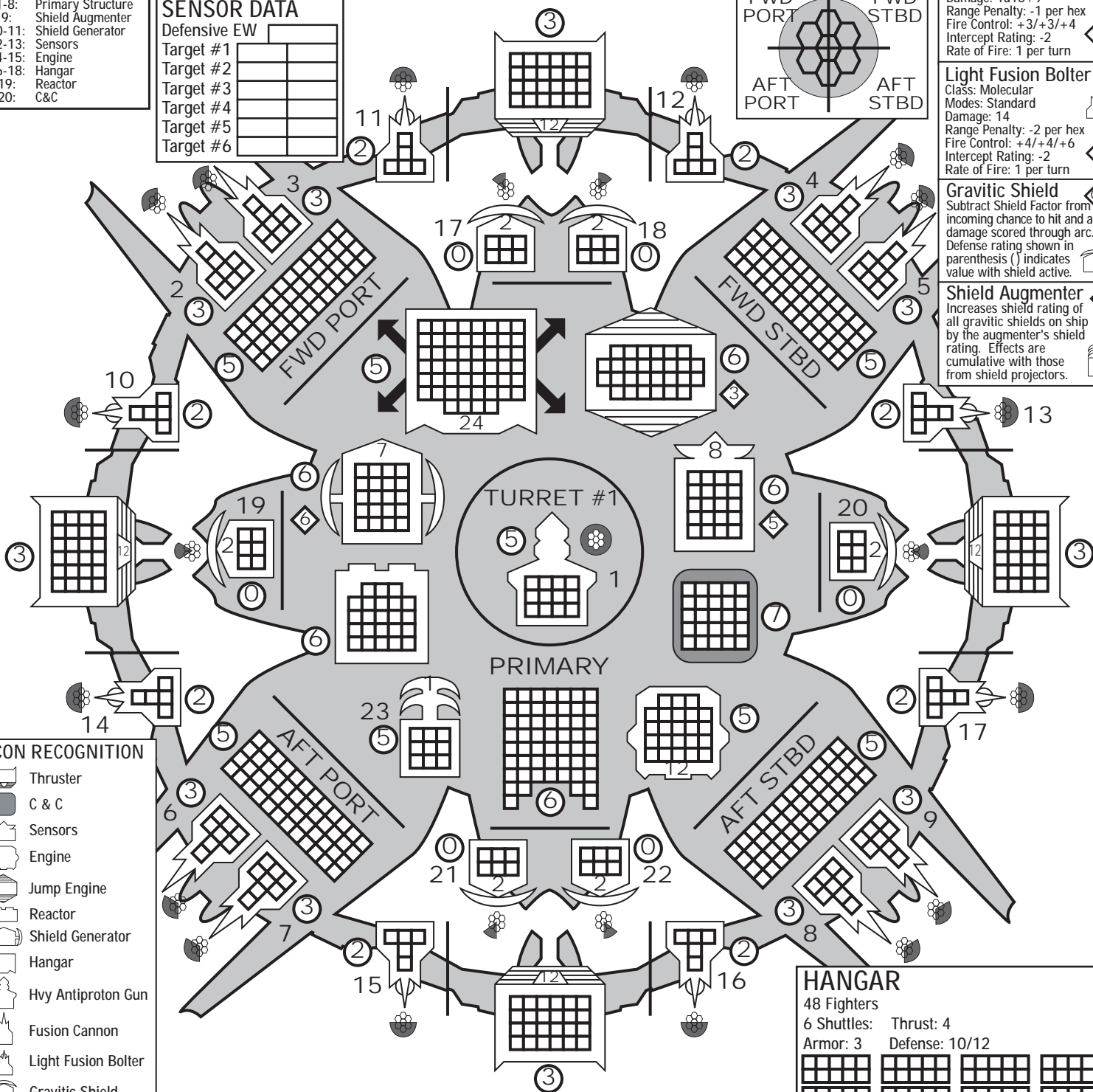
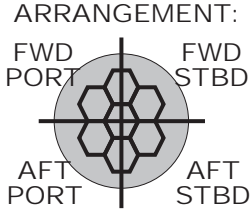
- 1-8: Primary Structure
- 9: Shield Augmenter
- 10-11: Shield Generator
- 12-13: Sensors
- 14-15: Engine
- 16-18: Hangar
- 19: Reactor
- 20: C&C

SENSOR DATA

Defensive EW

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

HULL ARRANGEMENT:



ICON RECOGNITION

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

HANGAR

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