



Son'a Command Ship

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 2356	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value: 750	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 150	Pivot Cost: 2+2 Thrust	Extra Power: +0
Warp Delay: 6 Turns	Roll Cost: 3+3 Thrust	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

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.

FORWARD HITS

1-3: Deflector Shield
4-5: Isolytic Torpedo
6-8: Photon Torpedo
9-10: Medium Phaser
11-18: Forward Structure
19-20: PRIMARY Hit

SPECIAL NOTES

Atmospheric Capable
Gravitic Drive System
Impulse Drive

HANGAR

0 Fighters
2 Shuttles

AFT HITS

1-3: Impulse Thruster
4-5: Deflector Shield
6: Medium Phaser
7-8: Light Phaser
9-12: Warp Engine
13-18: Aft Structure
19-20: PRIMARY Hit

SENSOR DATA

Defensive EW

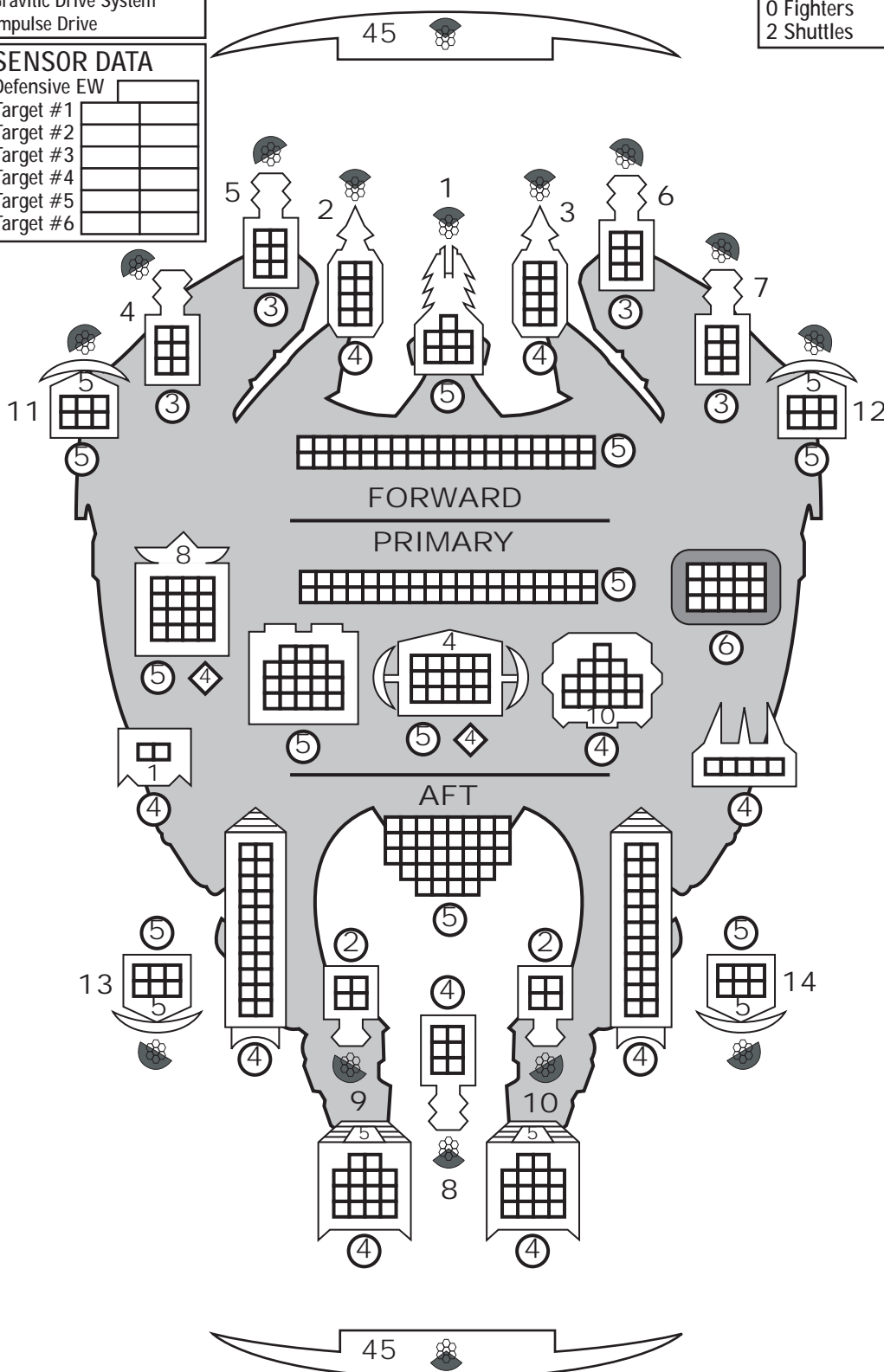
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

PRIMARY HITS

1-8: Primary Structure
9: Tractor Beam
10-11: Shield Generator
12-13: Sensors
14-15: Hangar
16-17: Engine
18-19: Reactor
20: C&C

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



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.