



Zentraedi Nupetiet Vergnitzs Flagship

SPECS

Class: Enormous Ship
In Service: 1498
Point Value: 3500
Ram Factor: 1500
Fold Delay: 18 Turns

MANEUVERING

Turn Cost: 5/2 Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 12 Thrust
Pivot Cost: 12+12 Thrust
Roll Cost: 7+7 Thrust

COMBAT STATS

Fwd/Aft Defense: 18
Stb/Port Defense: 22
Engine Efficiency: 8/1
Power Shortage: -4
Initiative Bonus: +2

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|------------|---|---|---|----|----|----|----|----|----|----|----|----|
| Turn Cost | 3 | 5 | 8 | 10 | 13 | 15 | 18 | 20 | 23 | 25 | 28 | 30 |
| Turn Delay | 2 | 3 | 5 | 6 | 8 | 9 | 11 | 12 | 14 | 15 | 17 | 18 |

REACTOR TOTALS

Reactor A: 62
Reactor B: 62
Reactor C: 62

HANGAR

78 Gnerl Fighters
90 Regult Battlepods
36 Nousjadeul-Ger Armor
6 Glaug Battlepods
6 Troop Dropships
10 Theatre Scouts
8 Refueling Tankers
14 Shuttles

WEAPON DATA

Deim 655 Cannon
Class: Particle
Modes: R, P, S
Damage: 4d10+25
Range Penalty: -1 per 3 hexes
Fire Control: +5/+3/-
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Mossil 918 Battery

Class: Particle
Mode: Standard
Damage: 2d10+4
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-1
Intercept Rating: -1
Rate of Fire: 1 per turn

Rasar 89 Battery

Class: Ballistic
Mode: Standard
Damage: 15
Maximum Range: 40
Range Penalty: n/a
Fire Control: +4/+4/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns
Note: 3 OEW Built-in

Rasar 481 Battery

Class: Ballistic
Mode: Pulse
Damage: 8 1d3 times
Maximum Pulses: 4
Pulse Grouping: +1 per 4
Maximum Range: 15
Fire Control: +2/+2/+4
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Note: 3 OEW Built-in

Pod Override Emitter

Class: Electromagnetic
Mode: Special
Maximum Range: 100
Special: Targets one hex and affects all friendly fighters within a five hex radius. Affected fighters must move directly to their mother ships and land. Emitter ship's player controls the flights. During this return, they may neither fire nor jink.

FORWARD HITS

1-3: Retro Thrust
4-5: Deim 655 Cannon
6-7: Mossil 918 Battery
8-10: Rasar 89 Battery
11-18: Forward Structure
19-20: PRIMARY Hit

FWD SIDE HITS

1-3: Port/Stb Thrust
4-5: Cargo
6-8: Mossil 918 Battery
9: Rasar 89 Battery
10-11: Rasar 418 Battery
12-18: Fore Port/Stb Struct
19-20: PRIMARY Hit

AFT SIDE HITS

1-3: Port/Stb Thrust
4-5: Cargo
6-7: Mossil 918 Battery
8-9: Rasar 418 Battery
10-18: Aft Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Jump Engine
8-9: Mossil 918 Battery
10: Rasar 418 Battery
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Deim 655 Cannon
11: Rasar 481 Battery
12: Sensors
13-14: Engine
15-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

+2 Command Bonus
Hyperspace Fold Drive
Giant Crew
Atmospheric Capable
Restricted Deployment 10%

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HIT LOCATIONS:





