

**SPECIAL NOTES**  
Gravitic Drive System**SENSOR DATA**

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

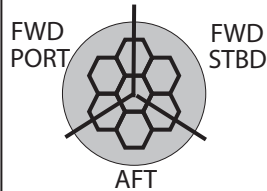
Target #6

**GENERAL HITS**

1-4: Thruster  
 5-6: Antimatter Gun  
 7-17: Structure  
 18-20: PRIMARY Hit

**PRIMARY HITS**

1-9: Primary Struct  
 10-11: Sensors  
 12-14: Engine  
 15-17: Hangar  
 18-19: Reactor  
 20: C & C

**HULL  
ARRANGEMENT:****SPECS**

Class: Capital Ship

In Service: 2210

Point Value: 340

Ramming Factor: 170

Jump Delay: N/A

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 1 2 2 3 3 4 4 5 5 6 6

**MANEUVERING**

Turn Cost: 2/3 Speed

Turn Delay: 1/2 Speed

Accel/Decel Cost: 3 Thrust

Pivot Cost: 0+0 Thrust

Roll Cost: 3+3 Thrust

**COMBAT STATS**

Fwd/Aft Defense: 14

Stb/Port Defense: 14

Engine Efficiency: 2/1

Extra Power: 0

Initiative Bonus: 0

**WEAPON DATA****Antiproton Gun**

Class: Antimatter

Modes: Standard

Damage: 1X+12

Maximum X: 10

Range Penalty: Special

Range 0-5: No penalty

Range 6-10: -1 per hex

Range 11+: -2 per hex

Fire Control: +3/+3/+2

Intercept Rating: -2

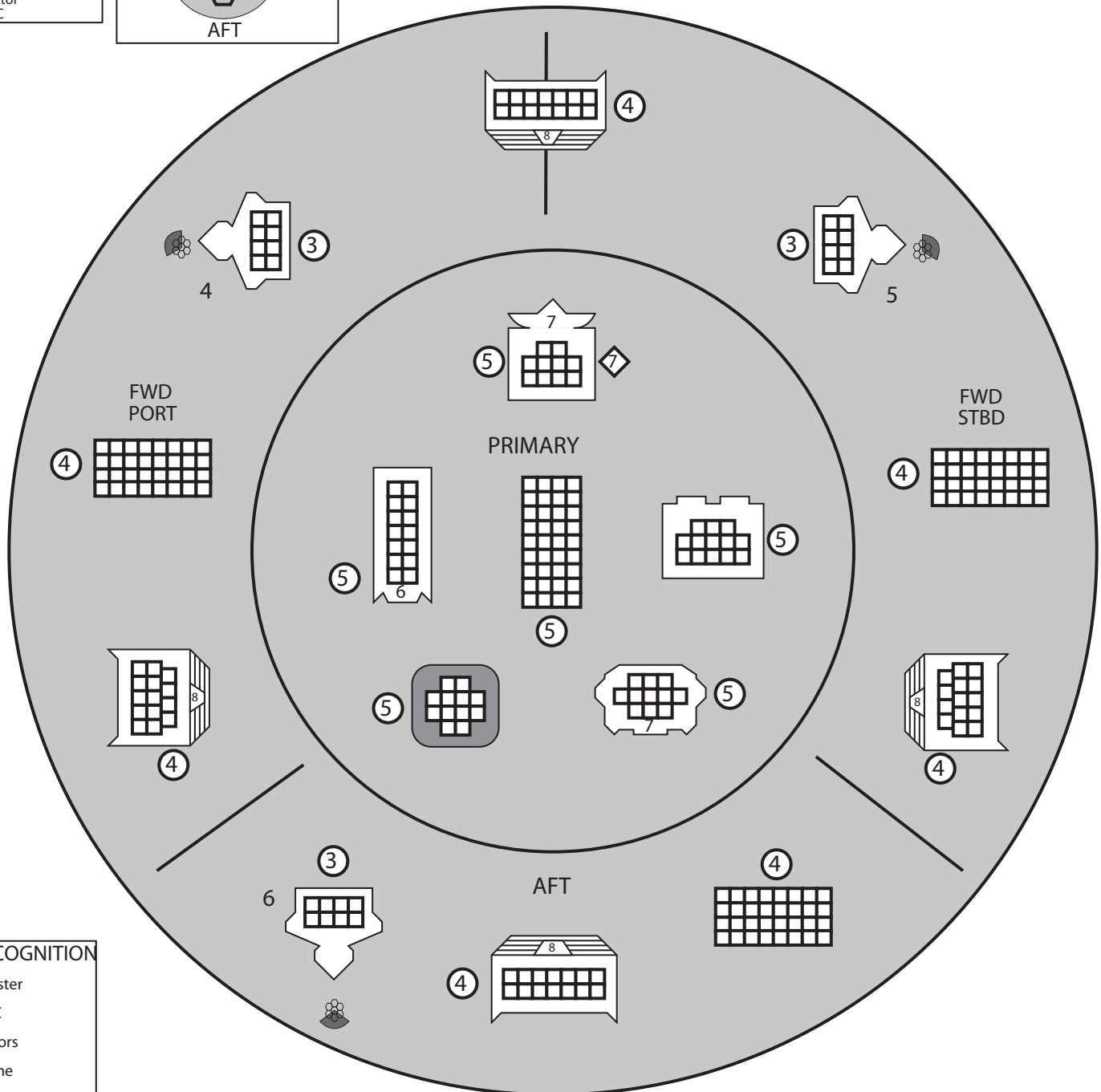
Rate of Fire: 1 per turn

**HANGAR**

12 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 7/7

**ICON RECOGNITION**