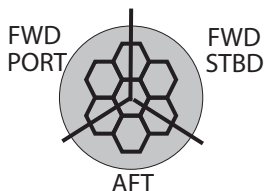


SPECIAL NOTES

Gravitic Drive System
Weapons #1 and #2
must fire in the same
60 degree arc

HULL
ARRANGEMENT:



Class: Capital Ship
In Service: 2239
Point Value: 600
Ramming Factor: 180
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 |

Turn Cost: 2/3 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 0+0 Thrust
Roll Cost: 4+4 Thrust

Fwd/Aft Defense: 14
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: +3
Initiative Bonus: 0

Antimatter Converter
 Class: Antimatter
 Modes: Flash 
 Damage: (4 x X) + 2
 Maximum X: None
 Range Penalty: -1 per hex
 Fire Control: +4/+4-6
 Intercept Rating: n/a 
 Rate of Fire: 1 per 3 turns

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

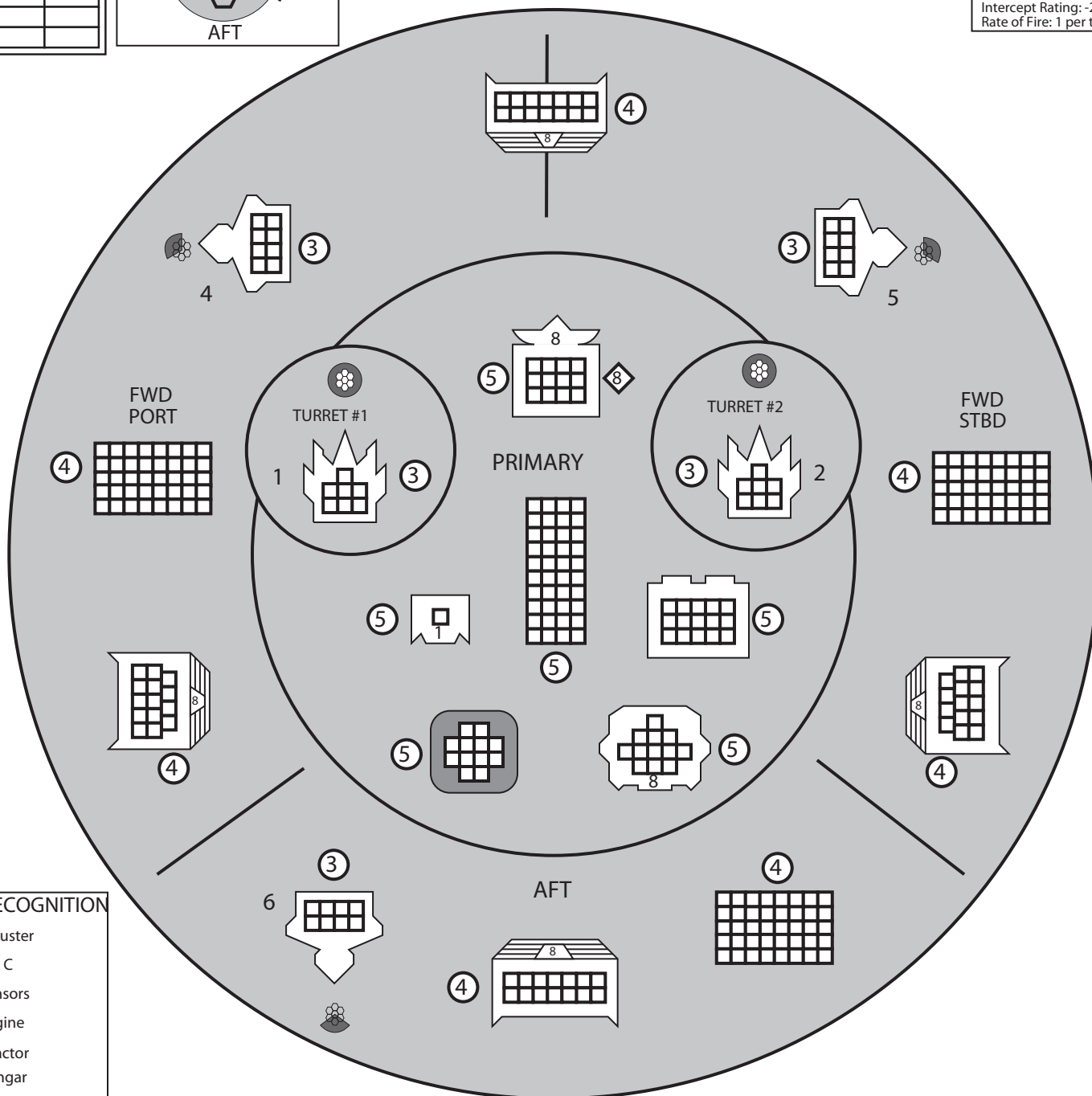
0 Fighters
1 Shuttle: Thrust: 4
Armor: 1 Defense: 7/7

1-4: Thruster
5-7: Antimatter Gun
8-14: Structure
15-17: Turret AM Converter
18-20: PRIMARY Hit

1-10: Primary Structure
11-12: Sensors
13-15: Engine
16: Hangar
17-19: Reactor
20: C & C

Defensive EW

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



-  Thruster
-  C & C
-  Sensors
-  Engine
-  Reactor
-  Hangar
-  Antimatter Converter
-  Antiproton Gun