



Lleskath Kadashan Missile Cruiser

SPECS Class: Capital Ship In Service: 1722 Point Value: 500 Ramming Factor: 220 Jump Delay: N/A	MANEUVERING Turn Cost: 1 x Speed Turn Delay: 1 x Speed Accel/Decel Cost: 4 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 2+2 Thrust	COMBAT STATS Fwd/Aft Defense: 13 Stb/Port Defense: 17 Engine Efficiency: 5/1 Extra Power: 0 Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA
Ion Cannon Class: Ion Modes: Raking Damage: 2d10+10 Range Penalty: -1 per 4 hexes Fire Control: +2/+2/+0 Intercept Rating: -1 Rate of Fire: 1 per 2 turns
Light Ion Cannon Class: Ion Modes: Raking Damage: 2d10+5 Range Penalty: -1 per 2 hexes Fire Control: +2/+2/+1 Intercept Rating: -1 Rate of Fire: 1 per 2 turns

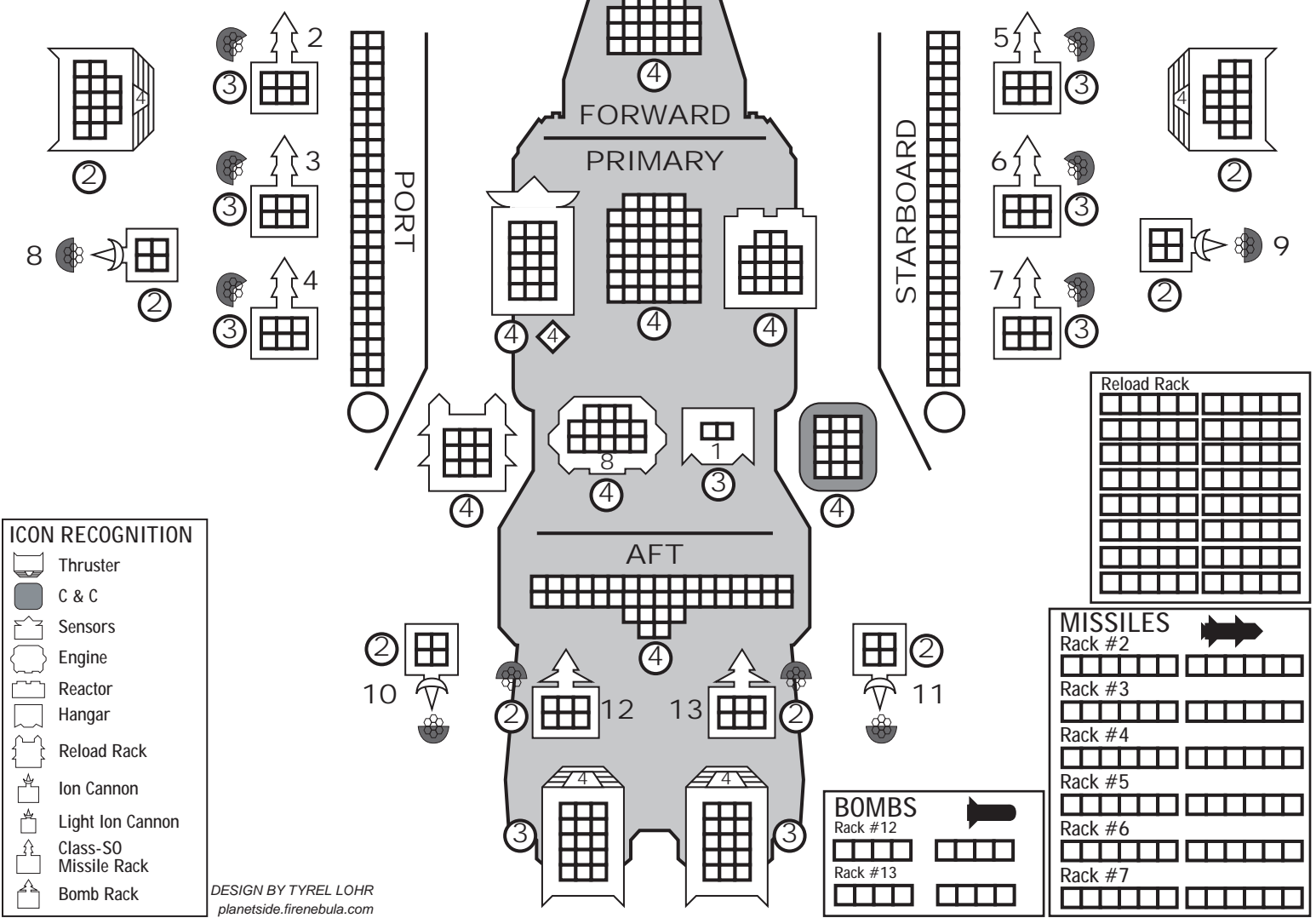
FORWARD HITS 1-5: Retro Thrust 6-7: Dual Ion Cannon 8-18: Forward Structure 19-20: PRIMARY Hit
SIDE HITS 1-4: Port/Stb Thrust 5-8: Missile Rack 9-10: Lt Ion Cannon 11-18: Port/Stb Structure 19-20: PRIMARY Hit
AFT HITS 1-6: Main Thrust 7-9: Lt Ion Cannon 10-11: Bomb Rack 12-18: Aft Structure 19-20: PRIMARY Hit
PRIMARY HITS 1-8: Primary Structure 9-10: Reload Rack 11-12: Sensors 13-15: Engine 16-17: Hangar 18-19: Reactor 20: C&C

SPECIAL NOTES Limited Availability (33%)
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6
1736 Refit Point Value: 530
1749 Refit (includes 1736 refit) Point Value: 550

ARMOR REFIT			
System	1722	1736	1749
Center Retro Thrust	2	3	3
P/S Retro Thrust	1	2	2
Port/Stb Structure	3	3	4
SENSOR REFIT			
Sensor Rating	5	6	6

HANGAR
0 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 10/14

Class-S0 Missile Rack Class: Ballistic Missiles: 12 Range Penalty: None Fire Control: +2/+2/+2 Rate of Fire: 1 per 2 turns
Bomb Rack Class: Ballistic Bombs/Missiles: 8 Range Penalty: None Fire Control: +3/+2/+1 Rate of Fire: 1 per 2 turns
Radiation Bomb Mode: Standard Damage: Special Max Range: 10 hexes Fire Control: +0/+0/+0 Interception Rating: n/a Special: -1 init if structure hit; power using systems cannot be used on following turn; forces fighter dropout roll at +4 penalty



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Reload Rack
Ion Cannon
Light Ion Cannon
Class-S0 Missile Rack
Bomb Rack

DESIGN BY TYREL LOHR
planetside.firenebula.com

Reload Rack
10 columns of 5 hexes each

MISSILES
Rack #2
Rack #3
Rack #4
Rack #5
Rack #6
Rack #7

BOMBS
Rack #12
Rack #13