

Sshel'ath Nasarra Attack Cruiser

SPECS

Class: Capital Ship
In Service: 1967
Point Value: 480
Ramming Factor: 180
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 4/1
Power Shortage: -5
Initiative Bonus: +2

WEAPON DATA

Light Laser Cannon
Class: Laser
Modes: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

EM Torpedo

Class: Ballistic + EM
Modes: Flash
Damage: 2d10
Range Penalty: -1 per hex
after 20 hexes
Fire Control: +3/+1/-6
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Ignores armor;
deactivates power-using
systems; +4 to criticals;
+2 to fighter dropout rolls.

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	3	4	5	6	7	8	9	10	11	12

HANGAR

6 Light Fighters
1 Shuttle: Thrust: 4
Armor: 1 Defense: 9/14
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FORWARD HITS

1-5: Retro Thrust
6-7: EM Torpedo
8-9: Light Laser Cannon
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: EM Torpedo
8-9: Light Laser Cannon
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-18: Aft Structure
19-20: PRIMARY Hit

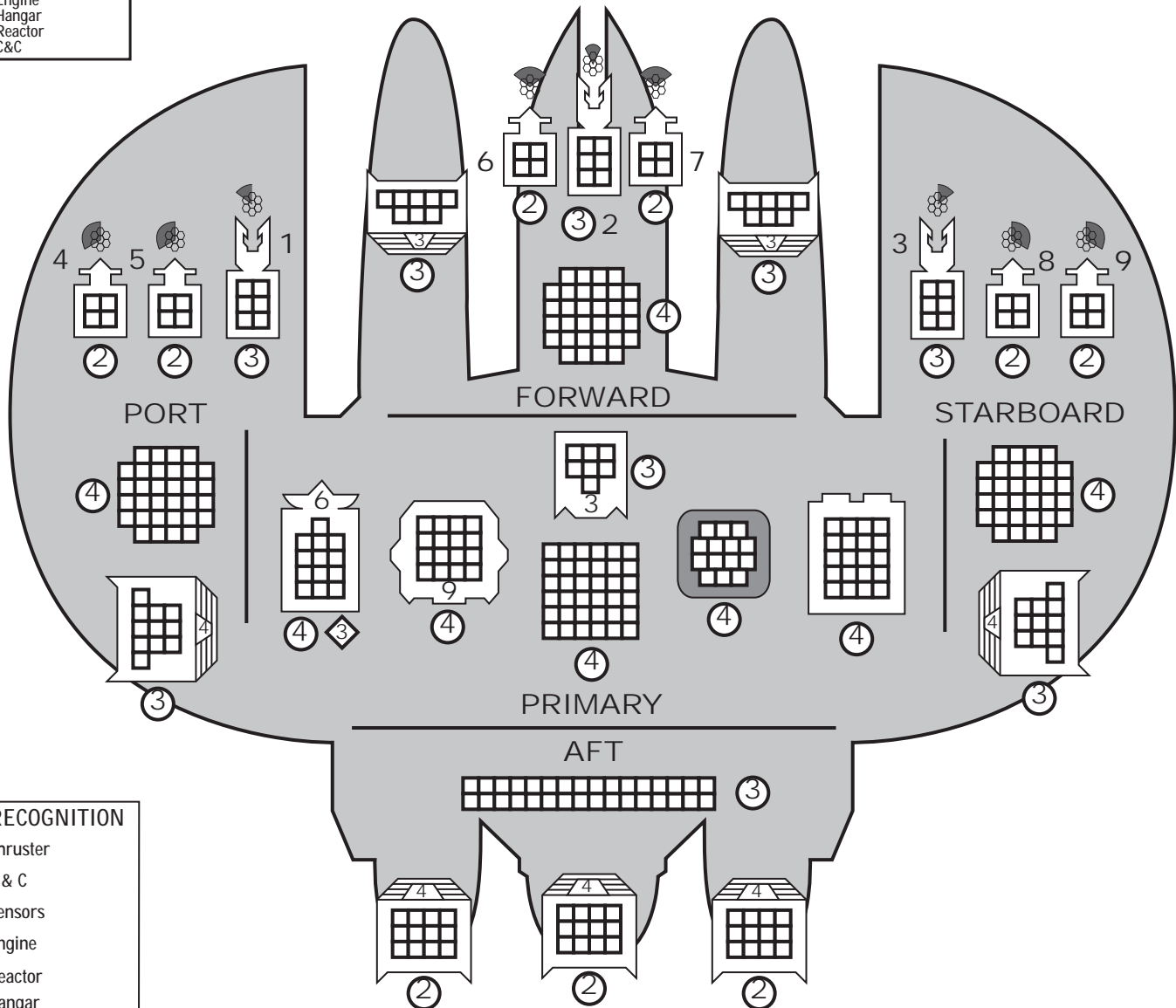
PRIMARY HITS

1-10: Primary Structure
11-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Light Laser Cannon
- EM Torpedo