

Sshel'ath Vahskal Patrol Carrier

SPECS

Class: Medium Ship
In Service: 1932
Point Value: 120
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 14
Engine Efficiency: 1/1
Extra Power: 0
Initiative Bonus: +12

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

FORWARD HITS

1-5: Retro Thrust
6: Light Laser
7-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-11: Sensors
12-14: Engine
15-16: Hangar
17-18: Reactor
19-20: C&C

SPECIAL NOTES

Antiquated Sensors
Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

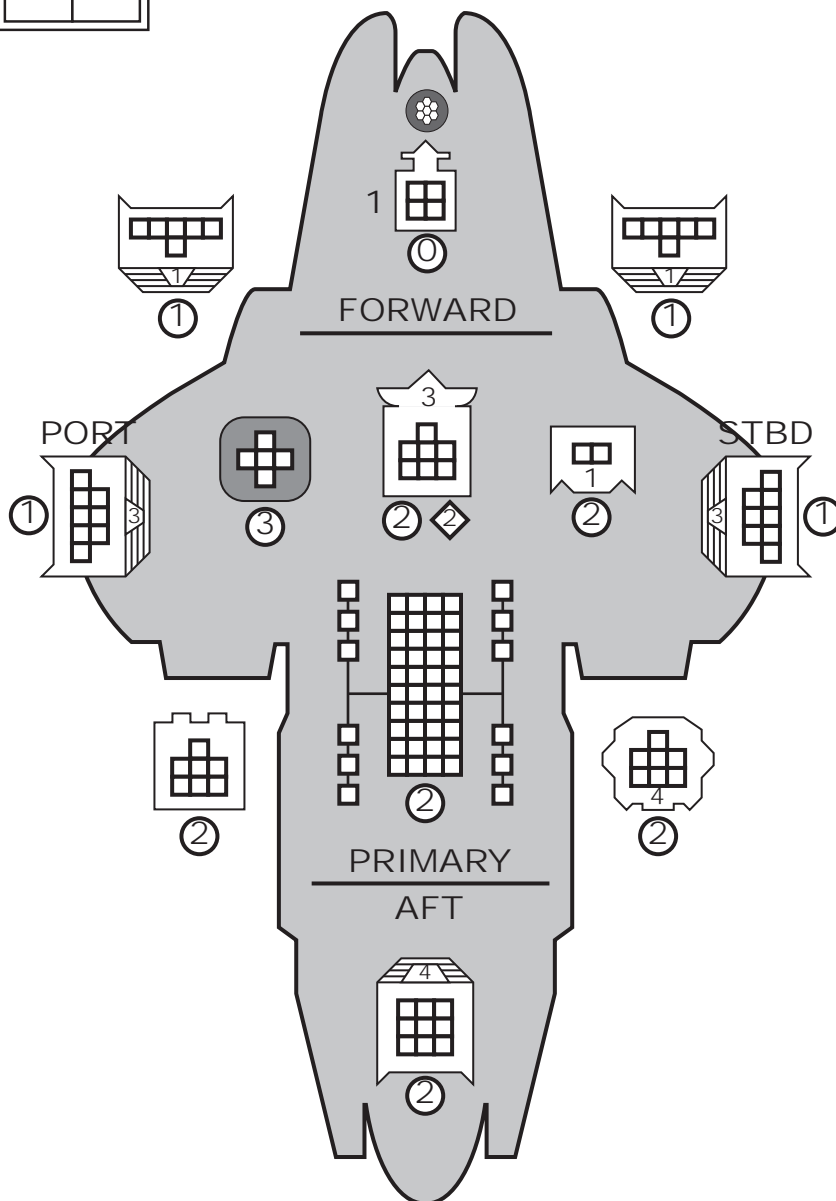
Target #4

Target #5

Target #6

HANGAR

0 Fighters (12 external)
2 Shuttles: Thrust: 4
Armor: 1 Defense: 9/14



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Light Laser Cannon
- Ext. Fighter Rail