



Solassi Tolavim Light Cruiser

SPECS		MANEUVERING		COMBAT STATS	
Class: Hvy Combat Vsl		Turn Cost: 2/3 Speed		Fwd/Aft Defense: 12	
In Service: 1653		Turn Delay: 2/3 Speed		Stb/Port Defense: 15	
Point Value: 415		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 4/1	
Ramming Factor: 120		Pivot Cost: 2+2 Thrust		Extra Power: 0	
Jump Delay: N/A		Roll Cost: 4+4 Thrust		Initiative Bonus: +6	
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 2 3 4 4 5 6 6 7 8 8

WEAPON DATA	
Med. Plasma Cannon	
Class: Plasma	
Modes: Standard	
Dmg: 3d10+4 (-1 per 2 hexes)	
Range Penalty: -1 per hex	
Fire Control: +3/+1/-5	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Light Plasma Cannon	
Class: Plasma	
Modes: Standard	
Dmg: 2d10+2 (-1 per 2 hexes)	
Range Penalty: -1 per hex	
Fire Control: +3/+1/-5	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
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	
Sentinel Point Defense	
Class: Particle	
Modes: n/a	
Damage: n/a	
Range Penalty: n/a	
Fire Control: n/a	
Intercept Rating: -3	
Rate of Fire: 1 per turn	

FORWARD HITS	
1-5:	Retro Thrust
6-7:	Med Plasma Cannon
8-10:	Lt Plasma Cannon
11:	Sentinel/Structure
12-18:	Forward Structure
19-20:	PRIMARY Hit
AFT HITS	
1-6:	Main Thrust
7-8:	Light Laser
9-18:	Aft Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-8:	Primary Structure
9-12:	Port/Stb Thrust
13-14:	Sensors
15-16:	Engine
17:	Hangar
18-19:	Reactor
20:	C&C

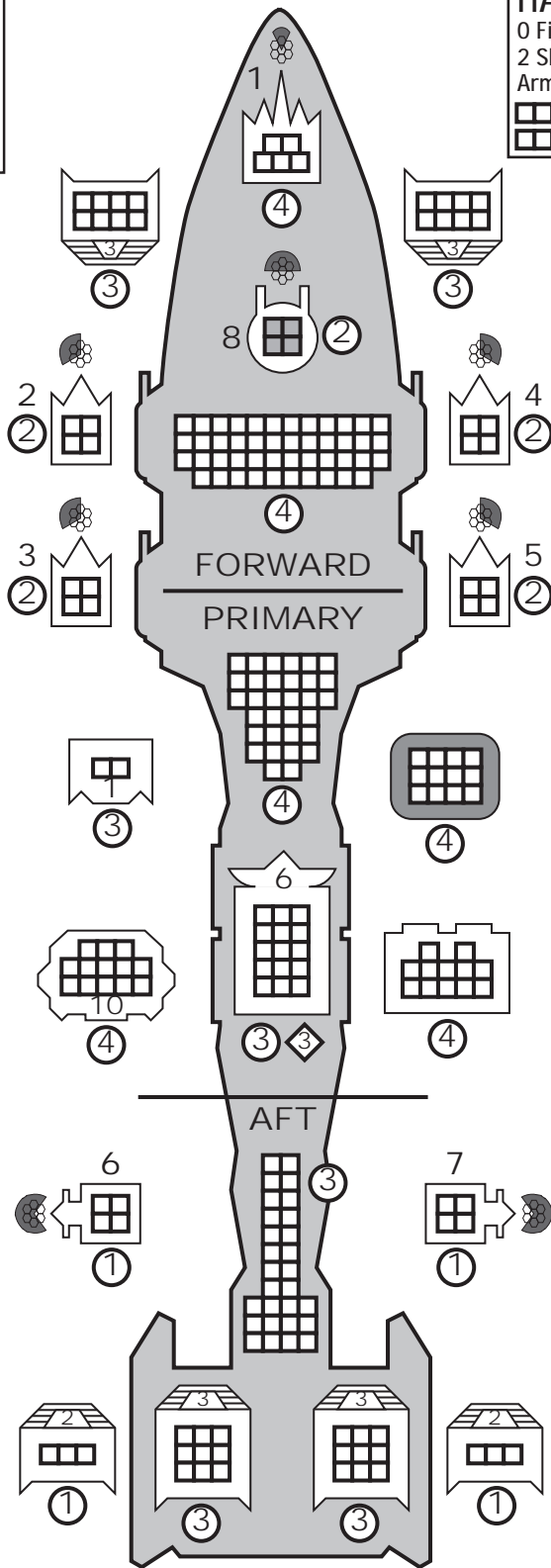
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR

0 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 10/10



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Med Plasma Cannon
	Lt Plasma Cannon
	Light Laser
	Sentinel Point Defense

1690 Refit

Point Value: 400

Sentinel Point Defense

Replace all Light Lasers with Sentinel Point Defenses. Armor and firing arcs remain unchanged.

1708 Refit

(includes 1690 refit)

Point Value: 410

1. Add Sentinel Point Defense 8.
2. Extra Power: +4