



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: +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	3	4	5	6	7	8	9	10	11	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

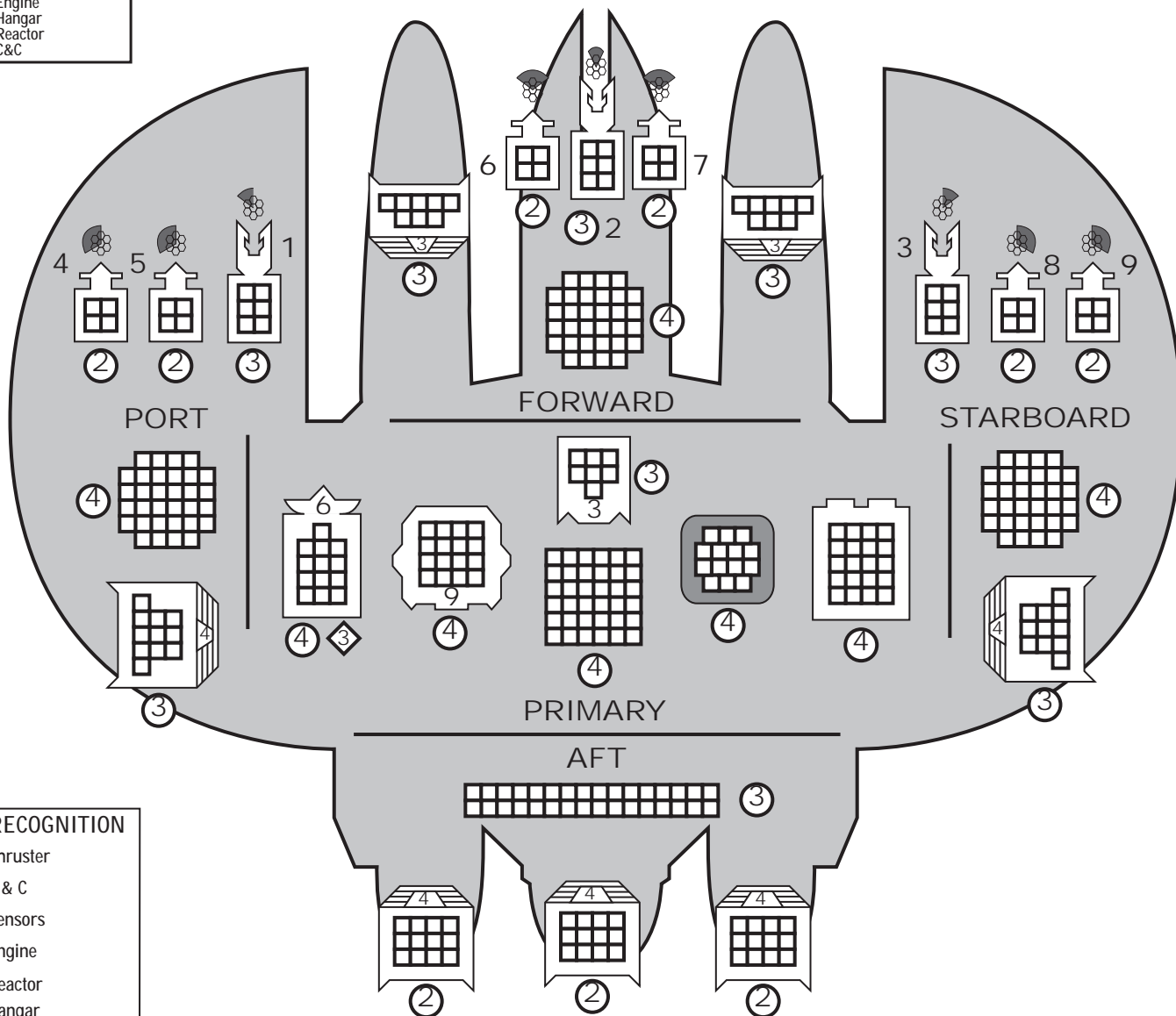
EM Torpedo
 Class: Ballistic + EM
 Modes: Flash
 Damage: 2d10
 Range Penalty: -1 per hex after 20 hexes
 Fire Control: +3/+1/-6
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
 Special: Ignores armor; deactivates power-using systems; +5 to criticals; +2 to fighter dropout rolls.

HANGAR

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

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