



# Sshel'ath Nasarra Attack Cruiser

<b>SPECS</b> Class: Capital Ship In Service: 1967 Point Value: 480 Ramming Factor: 180 Jump Delay: N/A	<b>MANEUVERING</b> 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	<b>COMBAT STATS</b> 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	

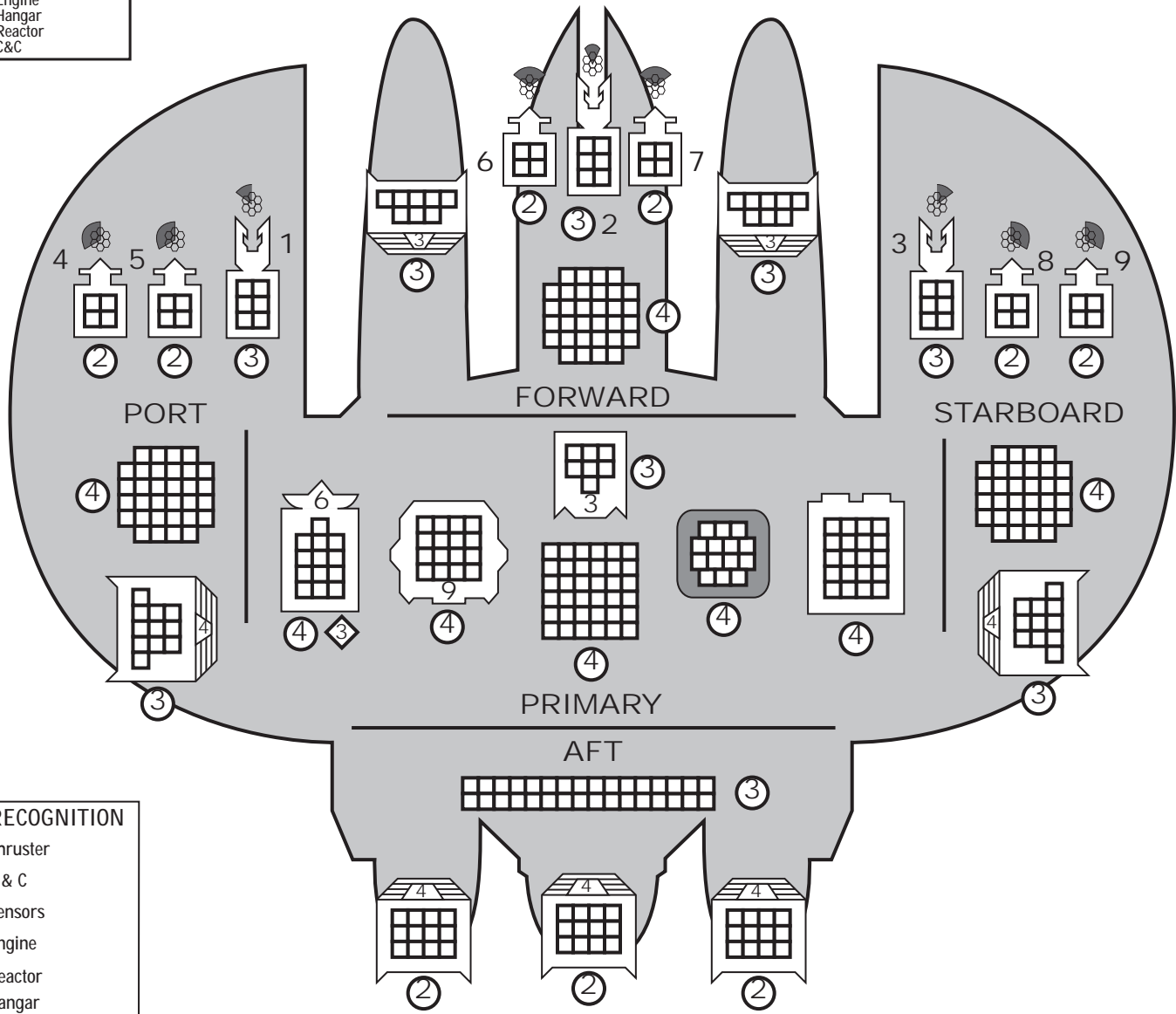
<b>WEAPON DATA</b>
<b>Light Laser Cannon</b> Class: Laser Modes: Raking Damage: 2d10+7 Range Penalty: -1 per hex Fire Control: +2/+1/-2 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
<b>EM Torpedo</b> Class: Ballistic + EM Modes: Flash Damage: 2d10 Range Penalty: -1 per hex after 20 hexes Fire Control: +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.

<b>FORWARD HITS</b> 1-5: Retro Thrust 6-7: EM Torpedo 8-9: Light Laser Cannon 10-18: Forward Structure 19-20: PRIMARY Hit
<b>SIDE HITS</b> 1-5: Port/Stb Thrust 6-7: EM Torpedo 8-9: Light Laser Cannon 10-18: Port/Stb Structure 19-20: PRIMARY Hit
<b>AFT HITS</b> 1-7: Main Thrust 8-18: Aft Structure 19-20: PRIMARY Hit
<b>PRIMARY HITS</b> 1-10: Primary Structure 11-13: Sensors 14-15: Engine 16-17: Hangar 18-19: Reactor 20: C&C

<b>SENSOR DATA</b>
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

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

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