



# Sshel'ath Naslik Escort Carrier

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship In Service: 1964 Point Value: 400 Ramming Factor: 150 Jump Delay: N/A	Turn Cost: 1 x Speed Turn Delay: 1 x Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 3+3 Thrust	Fwd/Aft Defense: 14 Stb/Port Defense: 16 Engine Efficiency: 4/1 Extra Power: 0 Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA	
<b>Light Gauss Cannon</b>	Class: Matter Modes: Standard Damage: 1d10+3 Range Penalty: -1 per hex Fire Control: +1/+2/-2 Intercept Rating: n/a Rate of Fire: 1 per turn
<b>Lt Particle Beam</b>	Class: Particle Modes: Standard Damage: 1d10+4 Range Penalty: -2 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn

FORWARD HITS	
1-4:	Retro Thrust
5-6:	Lt Particle Beam
7-8:	Lt Gauss Cannon
9-18:	Forward Structure
19-20:	PRIMARY Hit

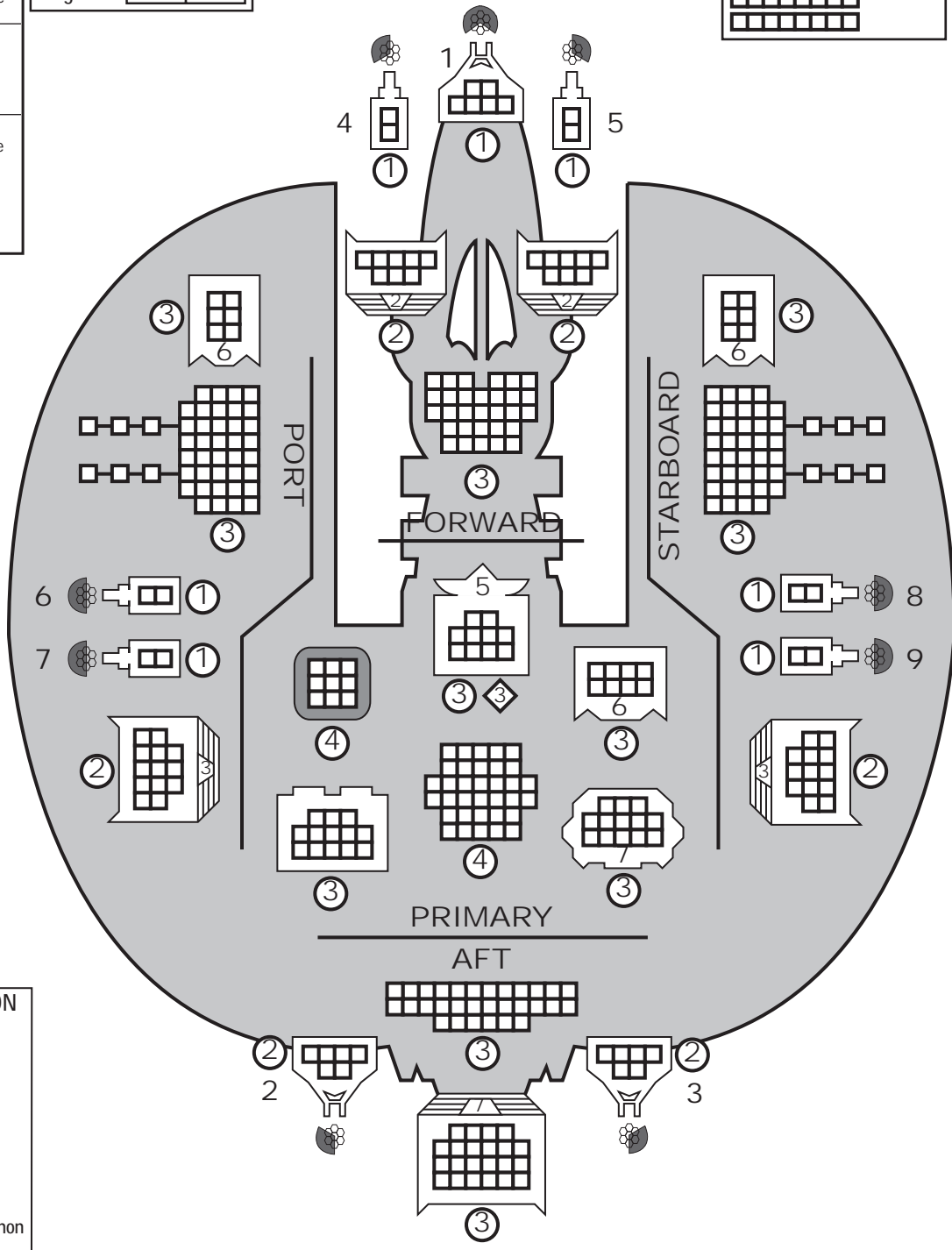
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SIDE HITS	
1-4:	Port/Stb Thrust
5-7:	Port/Stb Hangar
8-10:	Lt Particle Beam
11-18:	Port/Stb Structure
19-20:	PRIMARY Hit

AFT HITS	
1-5:	Main Thrust
6-8:	Lt Gauss Cannon
9-18:	Aft Structure
19-20:	PRIMARY Hit

PRIMARY HITS	
1-8:	Primary Structure
9-10:	Port/Stb Thrust
11-13:	Sensors
14-15:	Engine
16-17:	Hangar
18-19:	Reactor
20:	C&C

HANGAR	
12	Medium Fighter
18	Light Fighters (12 External)
2	Shuttles: Thrust: 4
Armor: 1	Defense: 9/14



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Light Gauss Cannon
	Lt Particle Beam