



Sshel'ath Nirte Medium Cruiser

SPECS

Class: Capital Ship
 In Service: 1955
 Point Value: 460
 Ramming Factor: 150
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

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

Class-S0 Missile Rack
 Class: Ballistic
 Missiles: 12
 Range Penalty: None
 Fire Control: +2/+2/+2
 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

Light Gauss Cannon

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

Lt Particle Beam

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

HANGAR

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

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Light Laser
- 7-8: Lt Gauss Cannon
- 9-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

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

AFT HITS

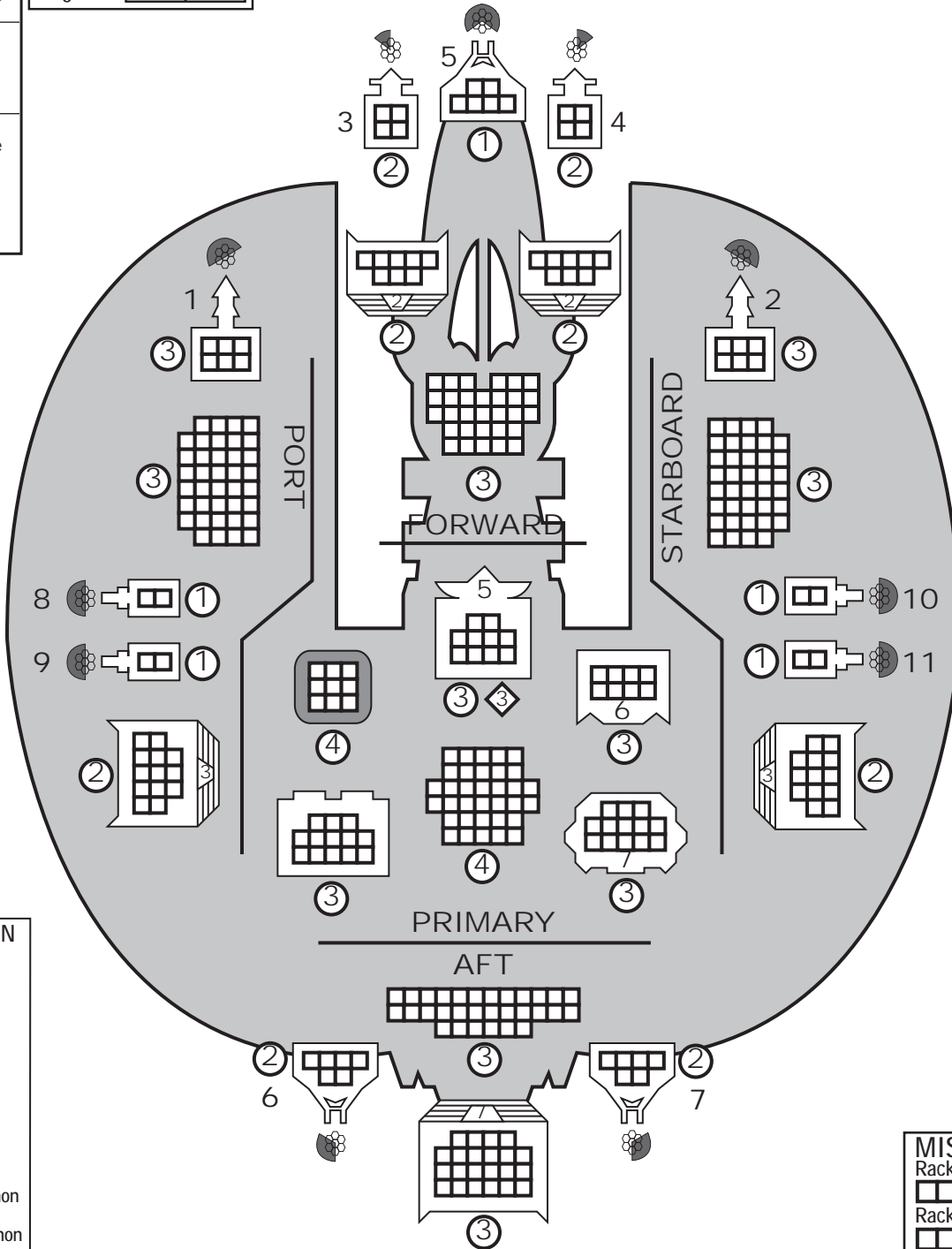
- 1-5: Main Thrust
- 6-8: Lt Gauss Cannon
- 9-18: Aft Structure
- 19-20: PRIMARY Hit

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

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
- Class-S0 Missile Rack
- Light Laser Cannon
- Light Gauss Cannon
- Lt Particle Beam

MISSILES

Rack #1

Rack #2
