



# Sshel'ath Nirte Medium Cruiser



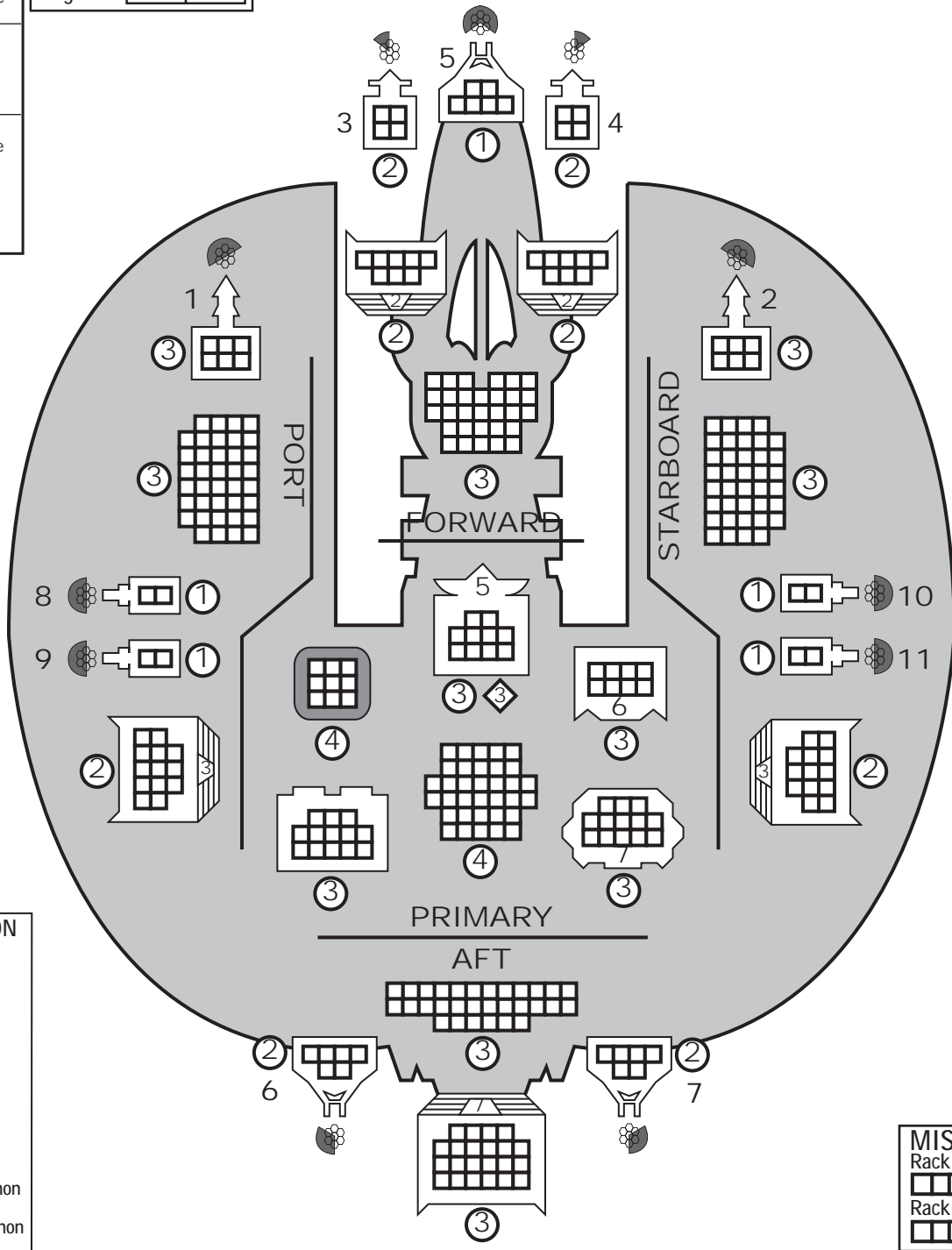
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service: 1955	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 460	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 4/1
Ramming Factor: 150	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 3+3 Thrust	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	

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	

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



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	██████████