



Sshel'ath Vipindra Heavy Cruiser

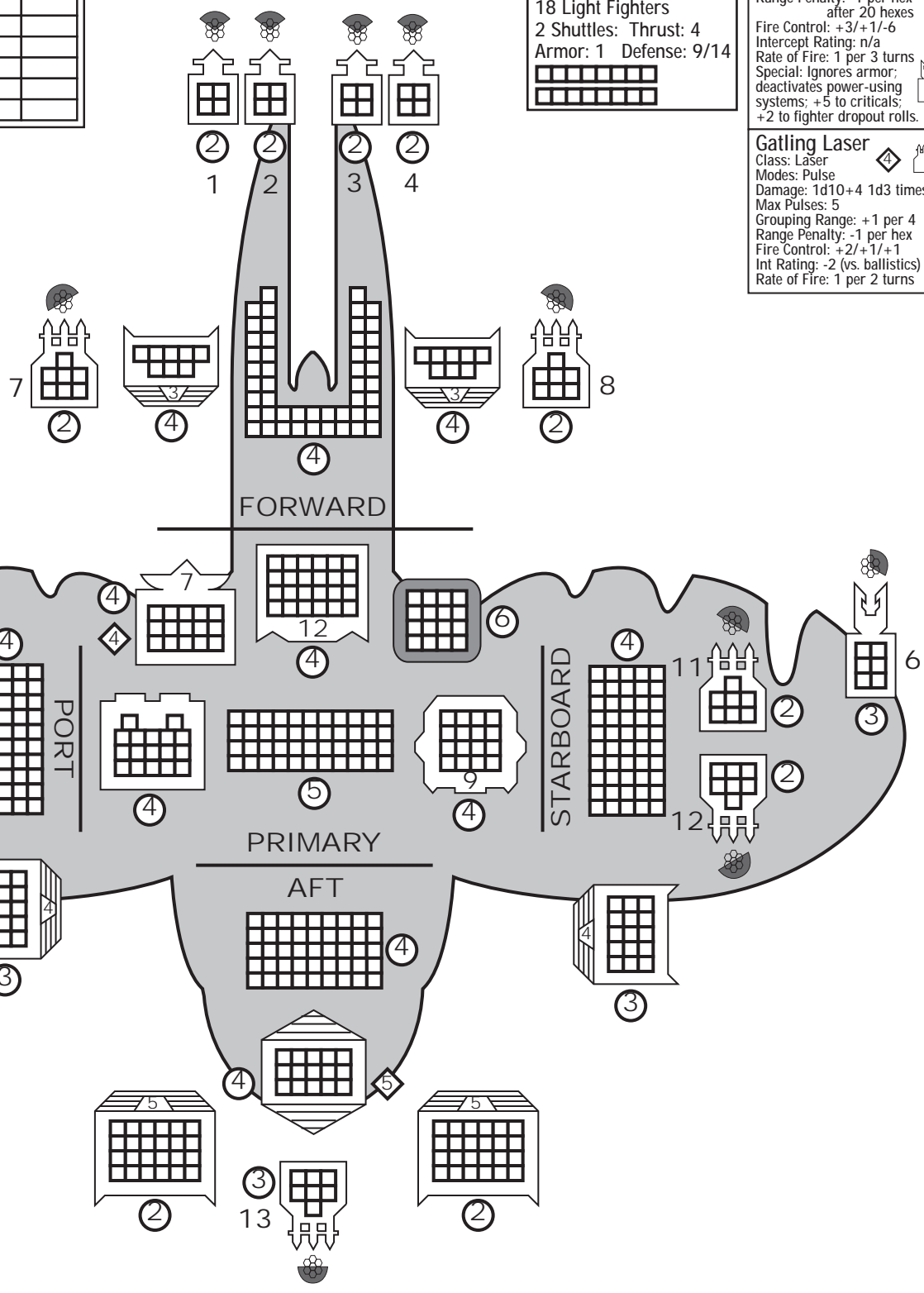
| SPECS | MANEUVERING | COMBAT STATS |
|--|--|---|
| Class: Capital Ship In Service: 1970 Point Value: 550 Ramming Factor: 270 Jump Delay: 36 Turns | Turn Cost: 2/3 Speed Turn Delay: 1 x Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 5+5 Thrust | Fwd/Aft Defense: 15 Stb/Port Defense: 17 Engine Efficiency: 4/1 Extra Power: 0 Initiative Bonus: +0 |
| Speed | 1 2 3 4 5 6 7 8 9 10 11 12 | 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 | 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 | 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. |
| Gatling Laser Class: Laser Modes: Pulse Damage: 1d10+4 1d3 times Max Pulses: 5 Grouping Range: +1 per 4 Range Penalty: -1 per hex Fire Control: +2/+1/+1 Int Rating: -2 (vs. ballistics) Rate of Fire: 1 per 2 turns |

| FORWARD HITS |
|---|
| 1-4: Retro Thrust 5-7: Light Laser Cannon 8-10: Gatling Laser 11-18: Forward Structure 19-20: PRIMARY Hit |
| SIDE HITS |
| 1-5: Port/Stb Thrust 6-7: EM Torpedo 8-10: Gatling Laser 11-18: Port/Stb Structure 19-20: PRIMARY Hit |
| AFT HITS |
| 1-6: Main Thrust 7-9: Jump Engine 10: Gatling Laser 11-18: Aft Structure 19-20: PRIMARY Hit |
| PRIMARY HITS |
| 1-9: Primary Structure 10-11: Sensors 12-14: Engine 15-17: Hangar 18-19: Reactor 20: C&C |

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

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



| ICON RECOGNITION | |
|------------------|--------------------|
| | Thruster |
| | C & C |
| | Sensors |
| | Engine |
| | Reactor |
| | Hangar |
| | Jump Engine |
| | Light Laser Cannon |
| | EM Torpedo |
| | Gatling Laser |