



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

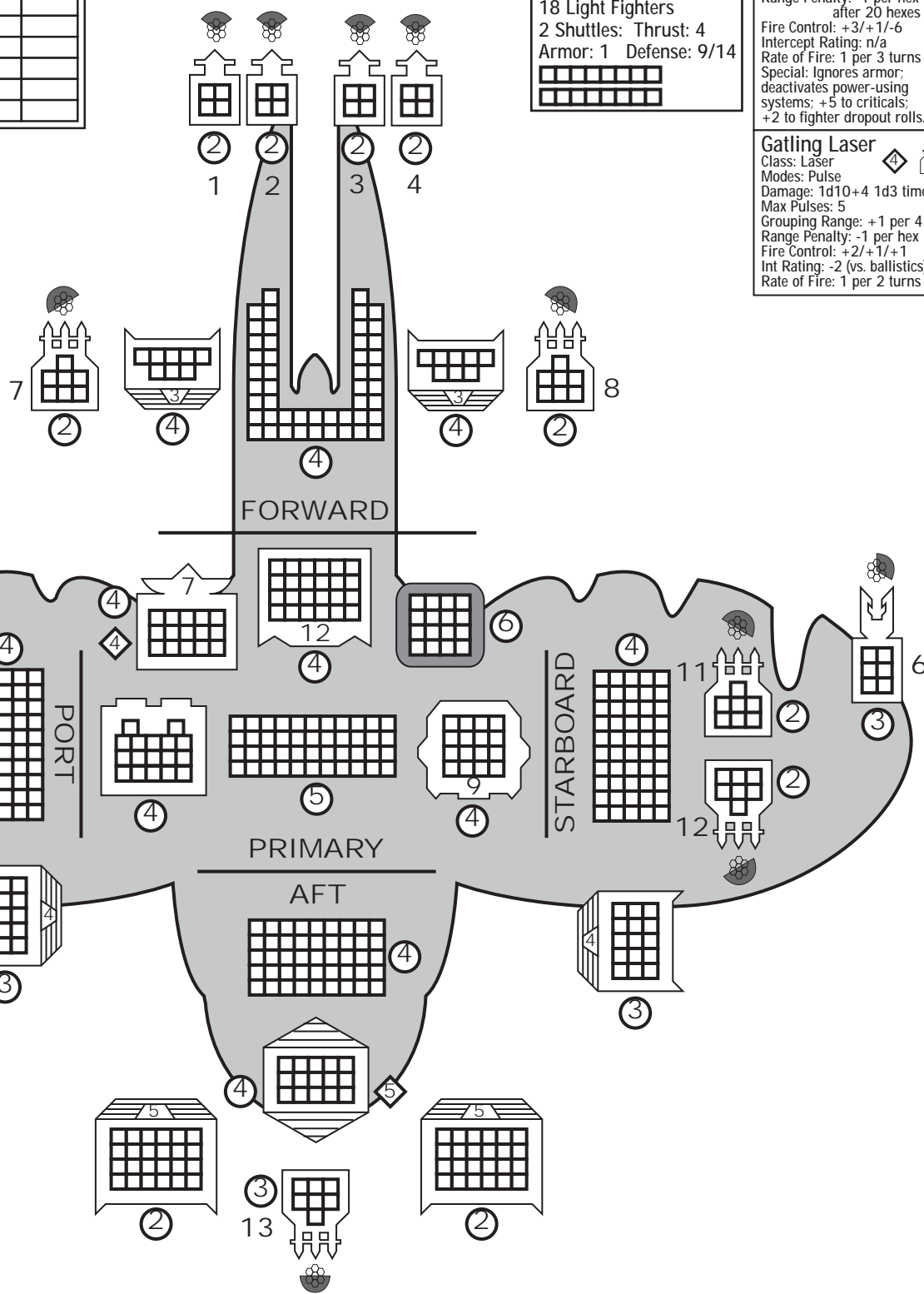
EM Torpedo Class: Ballistic + EM Modes: Flash Damage: 2d10 Range Penalty: -1 per hex after 20 hexes Fire Control: +3/+1/-6 Intercept Rating: n/a Rate of Fire: 1 per 3 turns Special: Ignores armor; deactivates power-using systems; +5 to criticals; +2 to fighter dropout rolls.
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Gatling 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
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HANGAR
18 Light Fighters
2 Shuttles: Thrust: 4
Armor: 1 Defense: 9/14

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	



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