



Lleskath Nurtann Escort Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship In Service: 1993 Point Value: 800 Ramming Factor: 250 Jump Delay: 18 Turns	Turn Cost: 2/3 Speed Turn Delay: 1 x Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 3+3 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

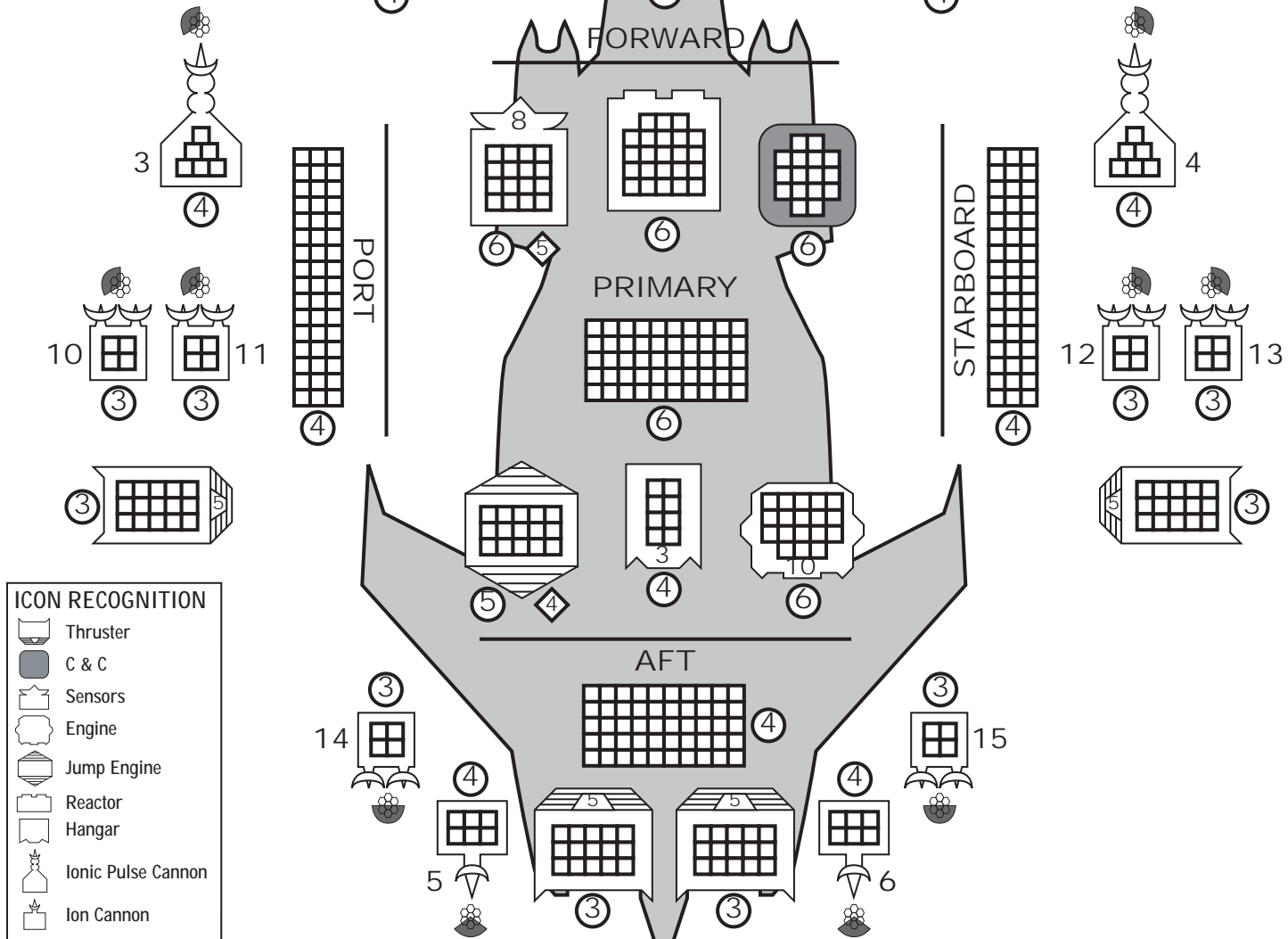
WEAPON DATA
Ionic Pulse Cannon Class: Ion Modes: Pulse Damage: 12 1d5 times Max Pulses: 6 Grouping Range: +1 per 5 Range Penalty: -1 per 3 hexes Fire Control: +4/+2/-4 Intercept Rating: -1 Rate of Fire: 1 per 3 turns

FORWARD HITS
1-4: Retro Thrust 5-7: Ionic Pulse Cannon 8-12: Dual Ion Bolter 13-18: Forward Structure 19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust 5-6: Ionic Pulse Cannon 7-9: Dual Ion Bolter 10-18: Port/Stb Structure 19-20: PRIMARY Hit
AFT HITS
1-7: Main Thrust 8-9: Ion Cannon 10-12: Dual Ion Bolter 13-18: Aft Structure 19-20: PRIMARY Hit
PRIMARY HITS
1-9: Primary Structure 10-11: Jump Engine 12-13: 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 Medium Fighters 2 Shuttles: Thrust: 3 Armor: 2 Defense: 10/14

Ion Cannon Class: Ion Modes: Raking Damage: 2d10+10 Range Penalty: -1 per 4 hexes Fire Control: +2/+2/+0 Intercept Rating: -1 Rate of Fire: 1 per 2 turns
Dual Ion Bolter Class: Ion Modes: Standard Damage: 8 Range Penalty: -1 per hex Fire Control: +2/+2/+2 Intercept Rating: -2 Rate of Fire: 2 per turn



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Ionic Pulse Cannon
Ion Cannon
Dual Ion Bolter