



# Solassi Covassna Battleship

<b>SPECS</b>		<b>MANEUVERING</b>		<b>COMBAT STATS</b>								
Class: Capital Ship		Turn Cost: 1 x Speed		Fwd/Aft Defense: 14								
In Service: 1672		Turn Delay: 3/2 Speed		Stb/Port Defense: 18								
Point Value: 660		Accel/Decel Cost: 4 Thrust		Engine Efficiency: 5/1								
Ramming Factor: 220		Pivot Cost: 2+2 Thrust		Extra Power: 0								
Jump Delay: 32 Turns		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	2	3	5	6	8	9	11	12	14	15	17	18

<b>WEAPON DATA</b>
<b>Med. Plasma Cannon</b>
Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

<b>Nuclear Torpedo</b>
Class: Ballistic + Plasma
Modes: Flash
Damage: 5d10
Range Penalty: None
Max Range: 25 hexes
Fire Control: +2/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

<b>Light Laser Cannon</b>
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

<b>Light Particle Beam</b>
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

<b>Particle Projector</b>
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

<b>Sentinel Point Defense</b>
Class: Particle
Modes: n/a
Damage: n/a
Range Penalty: n/a
Fire Control: n/a
Intercept Rating: -3
Rate of Fire: 1 per turn

**HANGAR**

12 Fighters  
3 Shuttles: Thrust: 3  
Armor: 1 Defense: 10/10

<b>FORWARD HITS</b>
1-4: Retro Thrust
5-7: Med Plasma Cannon
8-18: Forward Structure
19-20: PRIMARY Hit
<b>SIDE HITS</b>
1-4: Port/Stb Thrust
5-7: Nuclear Torpedo
8: Lt Particle Beam
9: Sentinel PD
10-18: Port/Stb Structure
19-20: PRIMARY Hit
<b>AFT HITS</b>
1-6: Main Thrust
7-8: Med Plasma Cannon
9-10: Lt Particle Beam
11-13: Jump Engine
14-18: Aft Structure
19-20: PRIMARY Hit
<b>PRIMARY HITS</b>
1-9: Primary Structure
10-11: Light Laser
12-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C&C

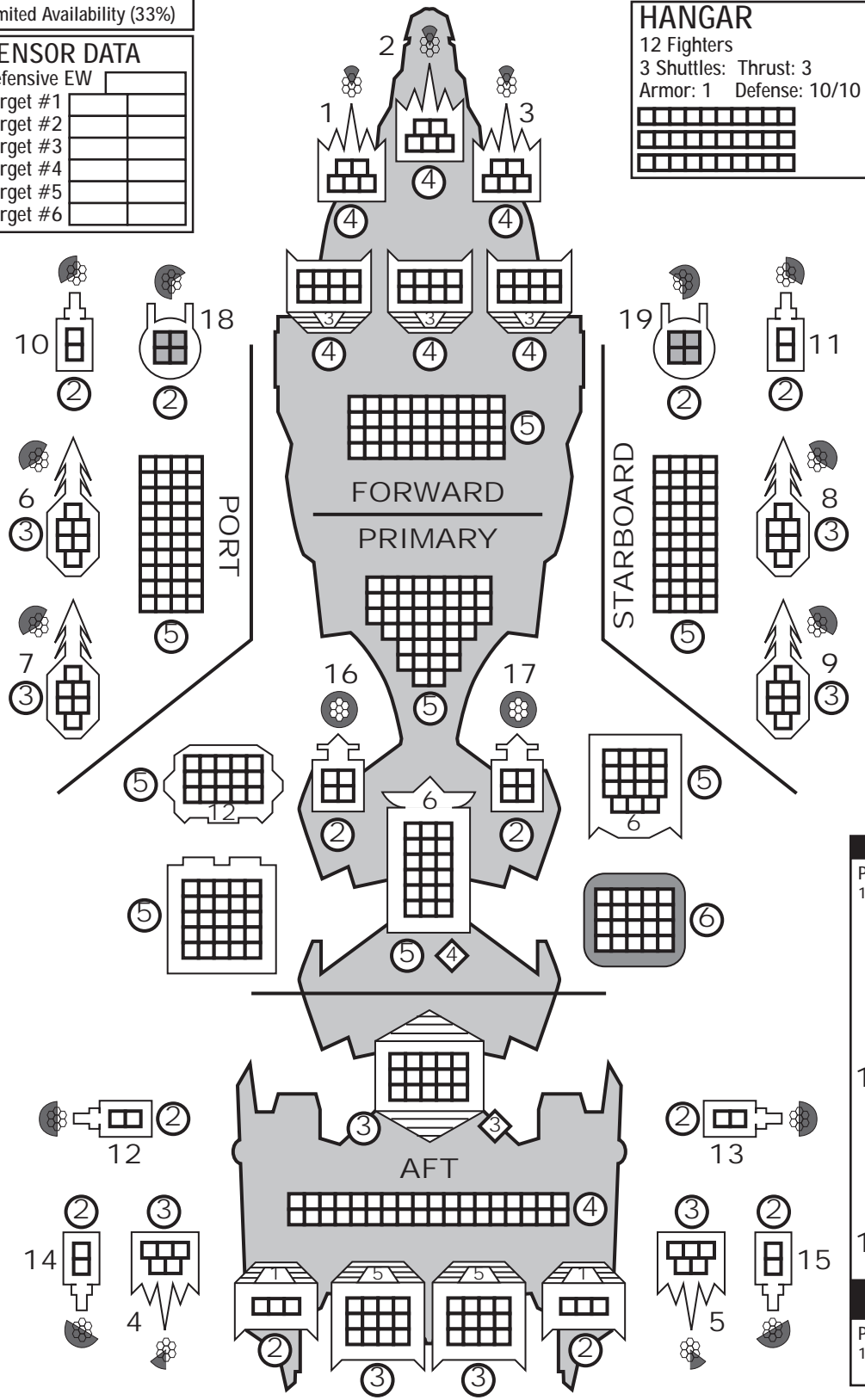
**SPECIAL NOTES**  
Limited Availability (33%)

**SENSOR DATA**

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Med Plasma Cannon
- Nuclear Torpedo
- Light Laser
- Lt Particle Beam
- Particle Projector
- Sentinel Point Defense



**1680 Refit**

Point Value: 670

1. Replace Light Particle Beams 10, 11, 12, 13, 14 and 15 with Particle Projects 10, 12, 13, 14 and 15.

**1688 Refit**  
(includes 1680 refit)

Point Value: 710

1. Add Sentinel Point Defense 18 and 19.