



# Solassi Kalinin Heavy Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 1725	Turn Delay: 1 x Speed	Stb/Port Defense: 17
Point Value: 525	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 4/1
Ramming Factor: 200	Pivot Cost: 5+5 Thrust	Extra Power: 0
Jump Delay: 30 Turns	Roll Cost: 3+3 Thrust	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	
Medium Laser Cannon	Class: Laser
Modes: Raking	Damage: 3d10+12
Range Penalty: -1 per 2 hexes	Fire Control: +3/+2/-3
Intercept Rating: n/a	Rate of Fire: 1 per 3 turns
Particle Projector	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
Protector Point Defense	Class: Particle
Modes: Standard	Damage: 1d6+4
Range Penalty: -2 per hex	Fire Control: -/-/+3
Intercept Rating: -3	Rate of Fire: 1 per turn

FORWARD HITS	
1-3:	Retro Thrust
4-6:	Medium Laser
7-9:	Particle Projector
10-18:	Forward Structure
19-20:	PRIMARY Hit

SIDE HITS	
1-4:	Port/Stb Thrust
5-6:	Particle Projector
7-9:	Protector PD
10-18:	Port/Stb Structure
19-20:	PRIMARY Hit

AFT HITS	
1-7:	Main Thrust
8-9:	Particle Projector
10-18:	Aft Structure
19-20:	PRIMARY Hit

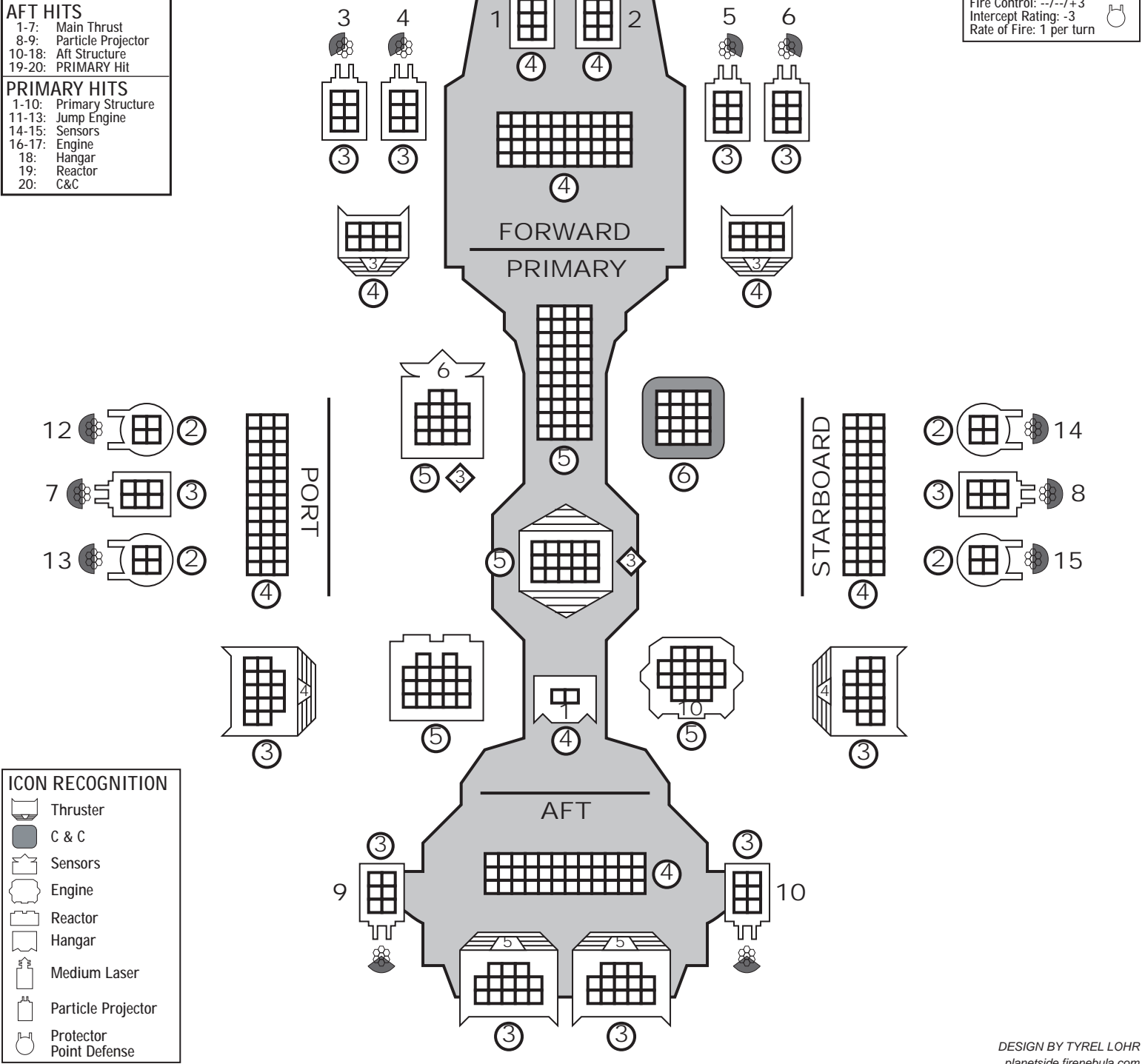
  

PRIMARY HITS	
1-10:	Primary Structure
11-13:	Jump Engine
14-15:	Sensors
16-17:	Engine
18:	Hangar
19:	Reactor
20:	C&C

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

### HANGAR

0 Fighters  
2 Shuttles: Thrust: 3  
Armor: 1 Defense: 10/10



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Medium Laser
	Particle Projector
	Protector Point Defense