



# Solassi Valdai Battleship

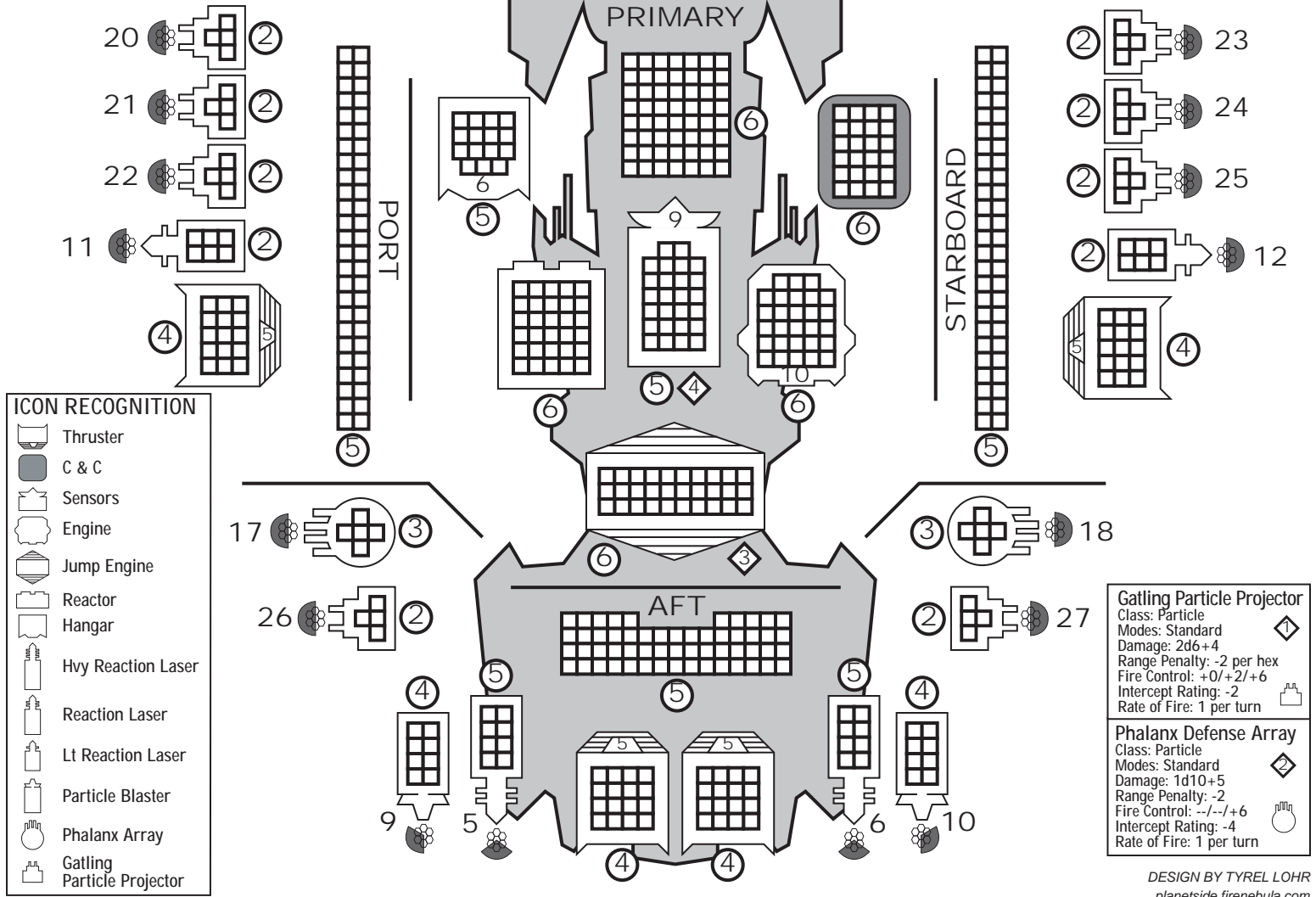
<b>SPECS</b> Class: Capital Ship In Service: 1964 Point Value: 1050 Ramming Factor: 300 Jump Delay: 20 Turns	<b>MANEUVERING</b> Turn Cost: 1 x Speed Turn Delay: 4/3 Speed Accel/Decel Cost: 5 Thrust Pivot Cost: 6+6 Thrust Roll Cost: 5+5 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 16 Stb/Port Defense: 18 Engine Efficiency: 4/1 Extra Power: 0 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 4 6 7 8 10 11 12 14 15 16	

<b>WEAPON DATA</b> <b>Heavy Force Laser</b> Class: Laser Modes: R, S Damage: 3d10+26 Range Penalty: -1 per 3 hexes Fire Control: +3/+3/-5 Intercept Rating: n/a Rate of Fire: 1 per 4 turns
<b>Medium Force Laser</b> Class: Laser Modes: R, S Damage: 3d10+15 Range Penalty: -1 per 2 hexes Fire Control: +3/+3/-3 Intercept Rating: n/a Rate of Fire: 1 per 3 turns
<b>Light Force Laser</b> Class: Laser Modes: R, S Damage: 2d10+9 Range Penalty: -1 per hex Fire Control: +2/+2/-1 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
<b>Particle Blaster</b> Class: Particle Modes: Standard Damage: 1d10+12 Range Penalty: -1 per 2 hexes Fire Control: +4/+4/+0 Intercept Rating: n/a Rate of Fire: 1 per 2 turns

<b>FORWARD HITS</b> 1-3: Retro Thrust 4-6: Heavy Force Laser 7-8: Med Force Laser 9-11: Phalanx Array 12-18: Forward Structure 19-20: PRIMARY Hit
<b>SIDE HITS</b> 1-4: Port/Stb Thrust 5-6: Particle Blaster 7-8: Phalanx Array 9: Light Force Laser 10-12: Gatling P-Projector 13-18: Port/Stb Structure 19-20: PRIMARY Hit
<b>AFT HITS</b> 1-5: Main Thrust 6-7: Med Force Laser 8-9: Particle Blaster 10-11: Phalanx Array 12-13: Gatling P-Projector 14-18: Aft Structure 19-20: PRIMARY Hit
<b>PRIMARY HITS</b> 1-8: Primary Structure 9-11: Jump Engine 12-13: Sensors 14-15: Engine 16-17: Hangar 18-19: Reactor 20: C&C

<b>SPECIAL NOTES</b> Limited Availability (33%)
<b>SENSOR DATA</b>
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

<b>HANGAR</b> 12 Fighters 3 Shuttles: Thrust: 3 Armor: 1 Defense: 12/12																																				
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<b>ICON RECOGNITION</b>
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Hvy Reaction Laser
Reaction Laser
Lt Reaction Laser
Particle Blaster
Phalanx Array
Gatling Particle Projector

<b>Gatling Particle Projector</b> Class: Particle Modes: Standard Damage: 2d6+4 Range Penalty: -2 per hex Fire Control: +0/+2/+6 Intercept Rating: -2 Rate of Fire: 1 per turn
<b>Phalanx Defense Array</b> Class: Particle Modes: Standard Damage: 1d10+5 Range Penalty: -2 Fire Control: -/-/+6 Intercept Rating: -4 Rate of Fire: 1 per turn