



# Sshel'ath Nirte Command Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship In Service: 1959 Point Value: 550 Ramming Factor: 150 Jump Delay: 40 Turns	Turn Cost: 1 x Speed Turn Delay: 1 x Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 3+3 Thrust	Fwd/Aft Defense: 14 Stb/Port Defense: 16 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	1 2 3 4 5 6 7 8 9 10 11 12	

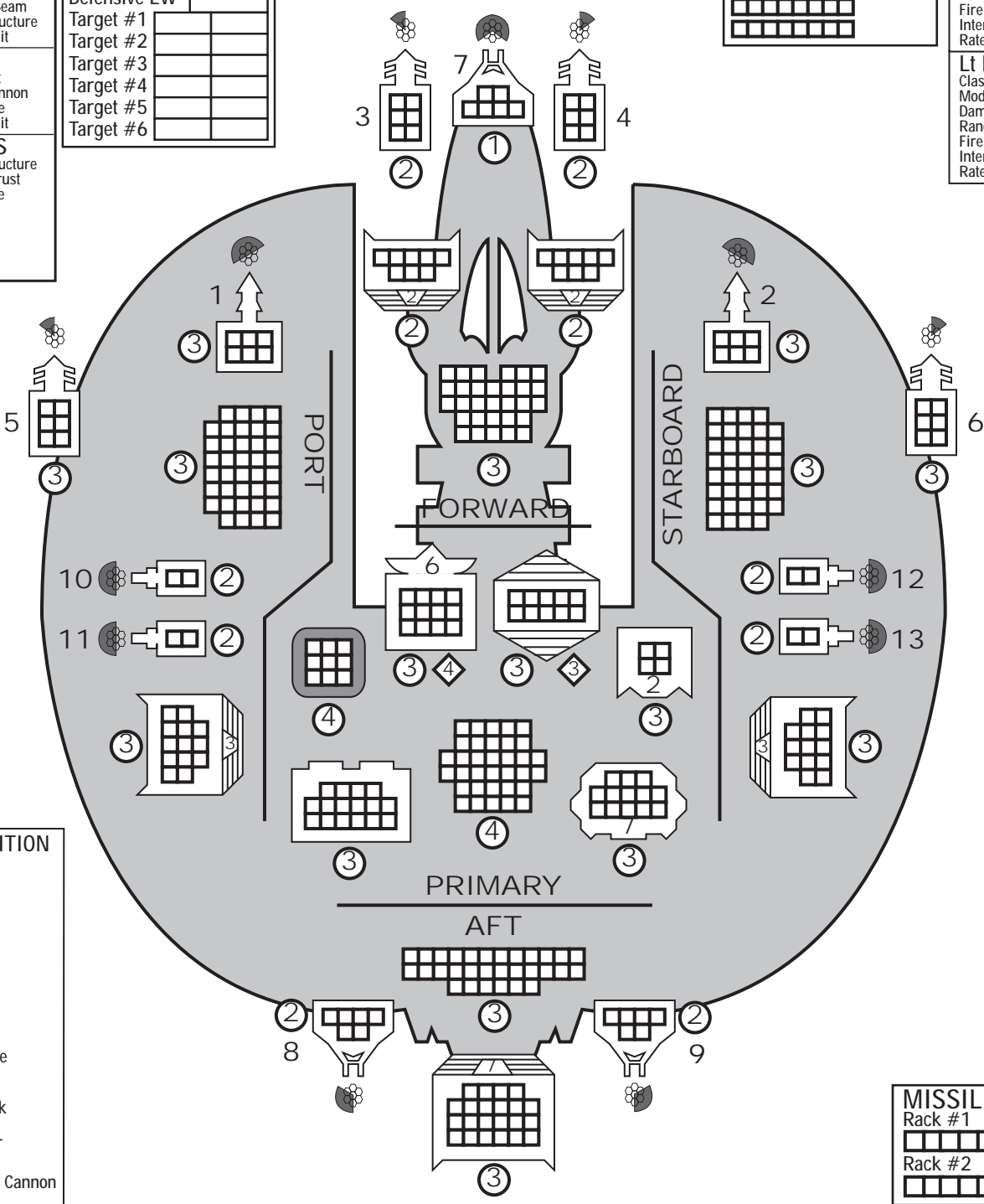
WEAPON DATA	
Class: S0 Missile Rack	Class: Ballistic
Missiles: 12	Range Penalty: None
Fire Control: +2/+2/+2	Rate of Fire: 1 per 2 turns
<b>Laser Cutter</b>	
Class: Laser	Modes: Raking (6)
Damage: 4d10+2	Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-2	Intercept Rating: n/a
Rate of Fire: 1 per 3 turns	
<b>Light Gauss Cannon</b>	
Class: Matter	Modes: Standard
Damage: 1d10+3	Range Penalty: -1 per hex
Fire Control: +1/+2/-2	Intercept Rating: n/a
Rate of Fire: 1 per turn	
<b>Lt 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	

HANGAR	
0 Fighters	4 Shuttles: Thrust: 4
Armor: 1	Defense: 9/14

FORWARD HITS	
1-4:	Retro Thrust
5-6:	Laser Cutter
7-8:	Lt Gauss Cannon
9-18:	Forward Structure
19-20:	PRIMARY Hit
SIDE HITS	
1-4:	Port/Stb Thrust
5-6:	Missile Rack
7-8:	Laser Cutter
9-10:	Lt Particle Beam
11-18:	Port/Stb Structure
19-20:	PRIMARY Hit
AFT HITS	
1-5:	Main Thrust
6-8:	Lt Gauss Cannon
9-18:	Aft Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-6:	Primary Structure
7-8:	Port/Stb Thrust
9-10:	Jump Engine
11-13:	Sensors
14-15:	Engine
16-17:	Hangar
18-19:	Reactor
20:	C&C

**SPECIAL NOTES**  
Unreliable Ship:  
Power Fluctuations  
Vulnerable to Criticals  
(Laser Cutters only)

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
	Class-S0 Missile Rack
	Laser Cutter
	Light Gauss Cannon
	Lt Particle Beam

MISSILES	
Rack #1	
Rack #2	