

Keewa variant - Rare



Nashani Teg-Sha Scout Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 2244
Point Value: 625
Ramming Factor: 180
Jump Delay: 20 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +6

WEAPON DATA

Attack Laser
Class: Laser
Modes: Raking
Damage: 3d10+12
Range Penalty: -1 per 4 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Defense Laser

Class: Laser
Modes: Raking
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +0/+2/+3
Intercept Rating: -1 (vs ballistic and matter weapons)
Rate of Fire: 1 per turn

Speed	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
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

HANGAR	
0 Fighters	
2 Shuttle: Thrust: 5	
Armor: 1 Defense: 8/10	

FORWARD HITS

1-3: Retro Thrust
4-7: Defense Laser
8-10: Attack Laser
11-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-10: Defense Laser
11: Jump Engine
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Port/Stb Thrust
11-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

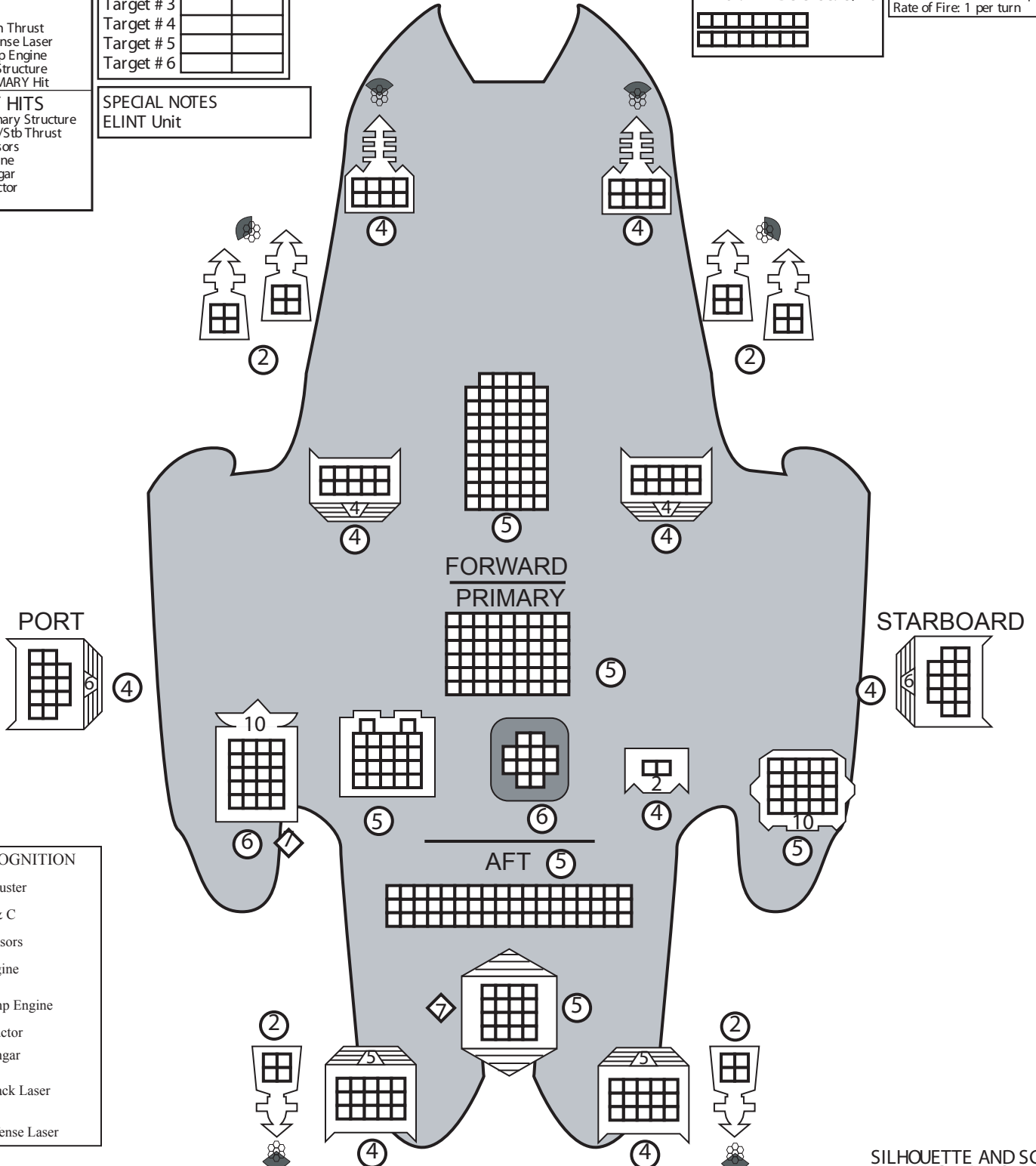
SENSOR DATA

Defensive EW

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

SPECIAL NOTES

ELINT Unit



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Attack Laser
- Defense Laser