

Sshel'ath Kasolra Bombardment Cruiser

SPECS

Class: Capital Ship
In Service: 1959
Point Value: 480
Ramming Factor: 140
Jump Delay: N/A

MANEUVERING

Turn Cost: 3/4 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

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

Lt Particle Beam

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

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	3	4	5	6	6	7	8	9	9
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

HANGAR

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



FORWARD HITS

1-4: Retro Thrust
5-8: Missile Rack
9-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-8: Lt Particle Beam
9-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Missile Rack
9-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-12: Primary Structure
13-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C&C

SPECIAL NOTES

Limited Availability (33%)

SENSOR DATA

Defensive EW

Target #1

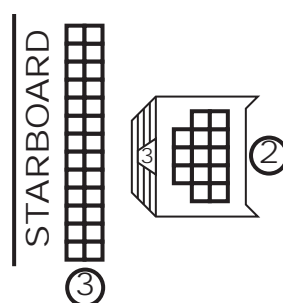
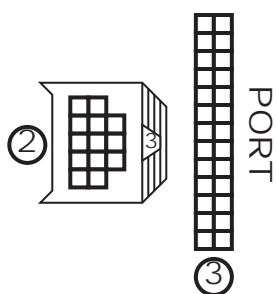
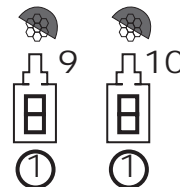
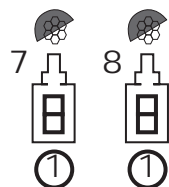
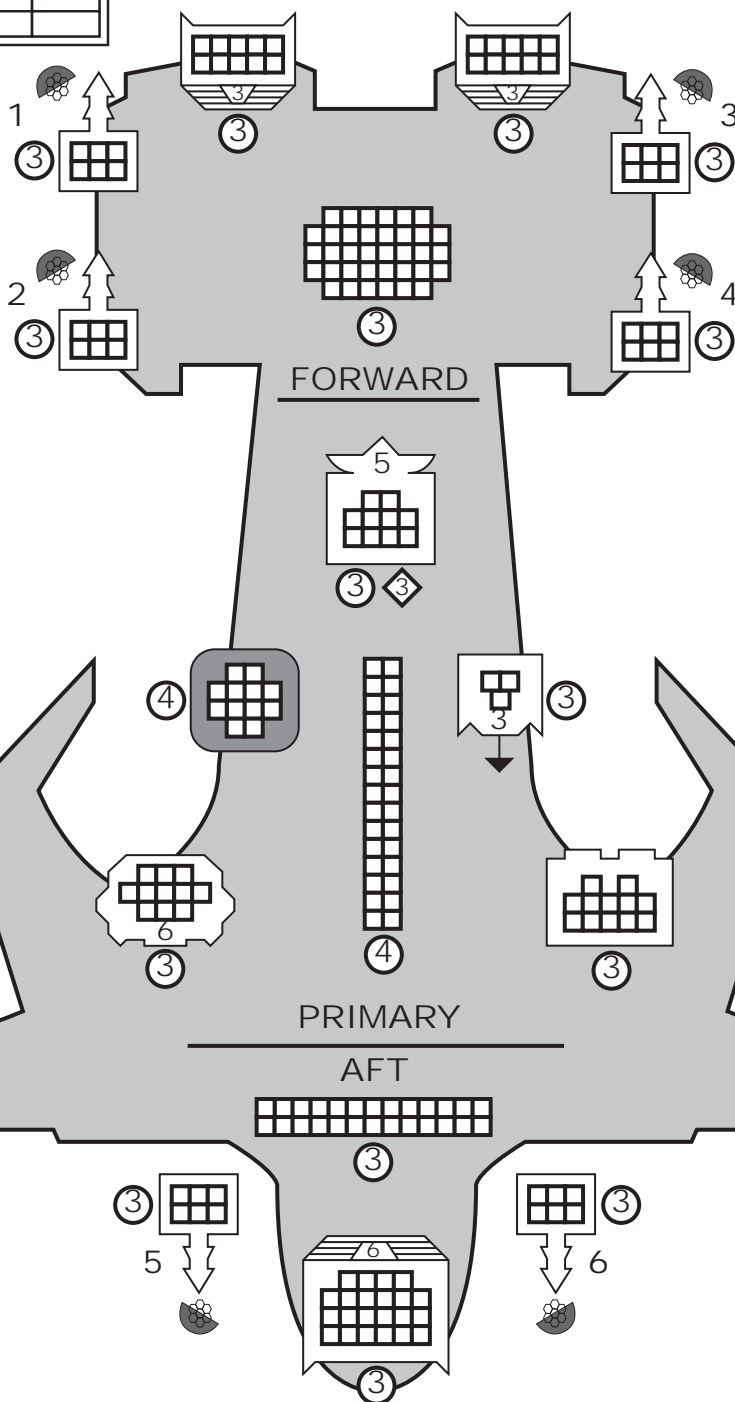
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Class-0 Missile Rack
- Light Laser Cannon
- Light Railgun
- Lt Particle Beam

MISSILES

Rack #1		
Rack #2		
Rack #3		
Rack #4		
Rack #5		
Rack #6		