

Sshel'ath Vilindras Heavy Cruiser

SPECS

Class: Capital Ship
In Service: 1972
Point Value: 550
Ramming Factor: 270
Jump Delay: 36 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 5+5 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

WEAPON DATA

Laser Cutter
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

EM Torpedo
Class: Ballistic + EM
Modes: Flash
Damage: 2d10
Range Penalty: -1 per hex after 20 hexes
Fire Control: +3/+1/-6
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Ignores armor; deactivates power-using systems; +4 to criticals; +2 to fighter dropout rolls.

Gatling Laser
Class: Laser
Modes: Pulse
Damage: 1d10+4 1d3 times
Max Pulses: 5
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +2/+1/+1
Int Rating: -2 (vs. ballistics)
Rate of Fire: 1 per 2 turns

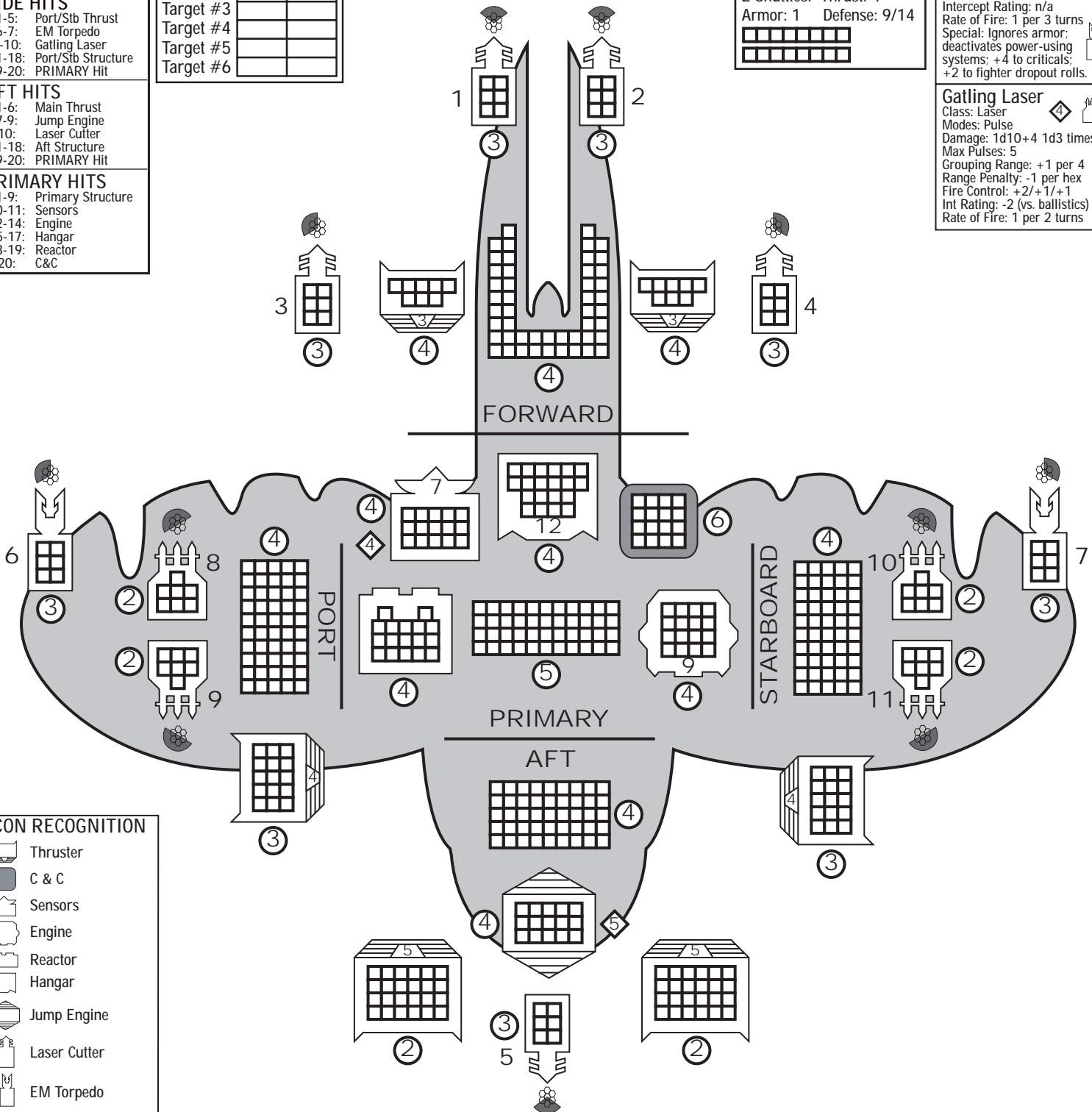
| FORWARD HITS | |
|--------------|--------------------|
| 1-4: | Retro Thrust |
| 5-8: | Laser Cutter |
| 9-18: | Forward Structure |
| 19-20: | PRIMARY Hit |
| SIDE HITS | |
| 1-5: | Port/Stb Thrust |
| 6-7: | EM Torpedo |
| 8-10: | Gatling Laser |
| 11-18: | Port/Stb Structure |
| 19-20: | PRIMARY Hit |
| AFT HITS | |
| 1-6: | Main Thrust |
| 7-9: | Jump Engine |
| 10: | Laser Cutter |
| 11-18: | Aft Structure |
| 19-20: | PRIMARY Hit |
| PRIMARY HITS | |
| 1-9: | Primary Structure |
| 10-11: | Sensors |
| 12-14: | Engine |
| 15-17: | Hangar |
| 18-19: | Reactor |
| 20: | C&C |

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

HANGAR

18 Light Fighters
2 Shuttles: Thrust: 4
Armor: 1 Defense: 9/14

| | | | | | | | | | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|
| | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | |



| ICON RECOGNITION | |
|------------------|---------------|
| | Thruster |
| | C & C |
| | Sensors |
| | Engine |
| | Reactor |
| | Hangar |
| | Jump Engine |
| | Laser Cutter |
| | EM Torpedo |
| | Gatling Laser |