



Gaim Shaakak Queen Light Cruiser

SPECS

Class: Capital Ship
In Service: 2258
Point Value: 680
Ramming Factor: 290
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 17
Stb/Port Defense: 16
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +1

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

Packet Torpedo

Class: Ballistic
Mode: Standard
Damage: 2d10+10
Range Penalty: -1 per 2 hexes after range 10
Fire Control: +3/+3/-6
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Particle Concentrator

Class: Particle
Modes: Raking
Damage: 2d10+15
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+2
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Scattergun

Class: Particle
Modes: Standard
Damage: 2d6+1
Range Penalty: -2 per hex
Fire Control: +0/+2/+5
Intercept Rating: -2
Rate of Fire: 1d6 per turn

Photon Bomb

Class: Plasma
Mode: Flash
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

FORWARD HITS

1-4: Retro Thrust
5-6: Scattergun
7-9: Photon Bomb
10-18: Forward Struct
19-20: PRIMARY Hit

PORT HITS

1-4: Port Thrust
5-6: Packet Torpedo
7-8: Particle Concentrator
9-10: Scattergun
11-18: Port Struct
19-20: PRIMARY Hit

STARBOARD HITS

1-4: Stb Thrust
5-7: Packet Torpedo
8-9: Scattergun
10-18: Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-6: Photon Bomb
7-8: Scattergun
9-10: Hangar
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-11: Primary Struct
12-14: Sensors
15-17: Engine
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

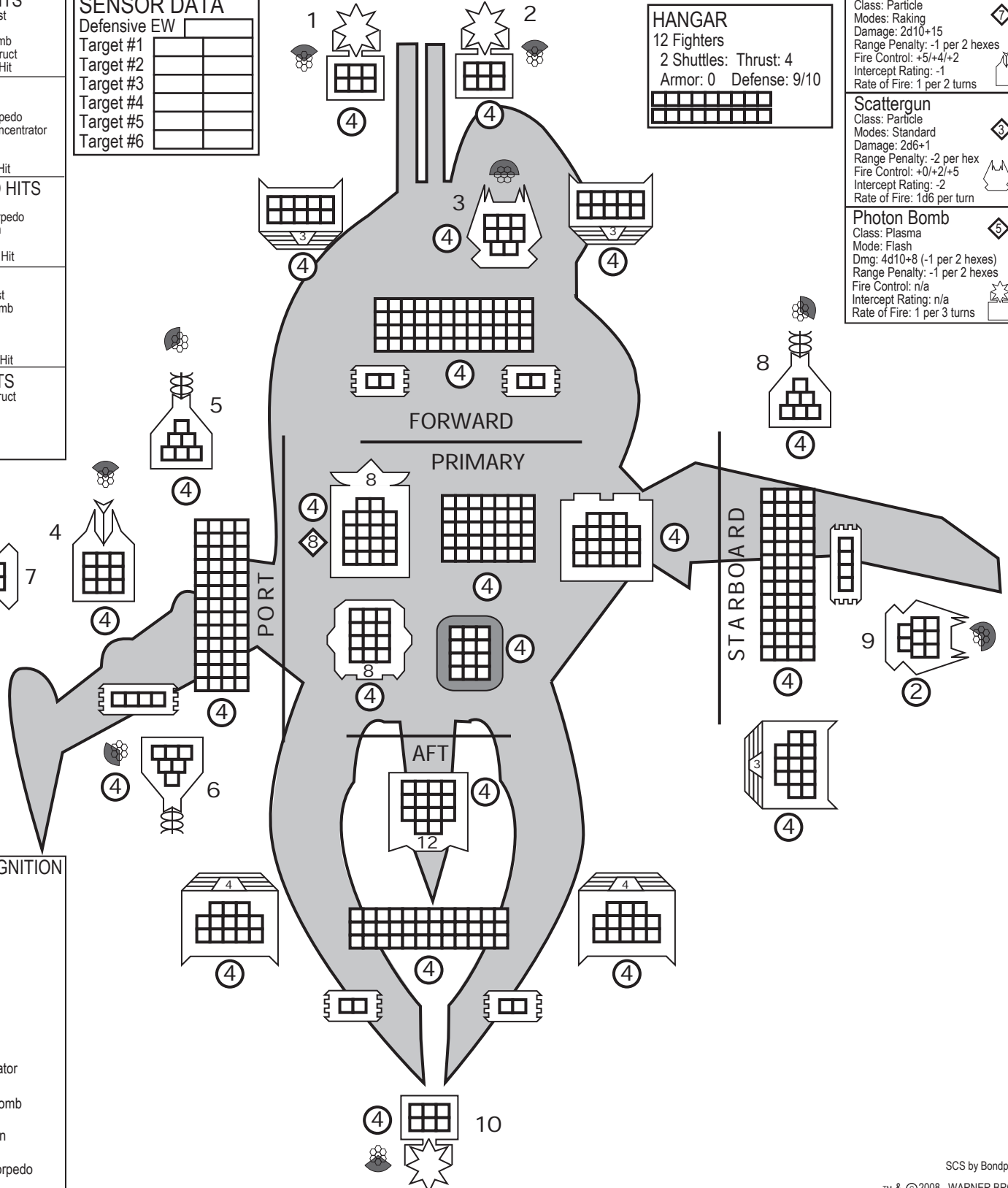
Target #6

HANGAR

12 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 9/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Particle Concentrator
- Photon Bomb
- Scattergun
- Packet Torpedo
- Bulkhead