

Nashani No-Las Fighter Killer

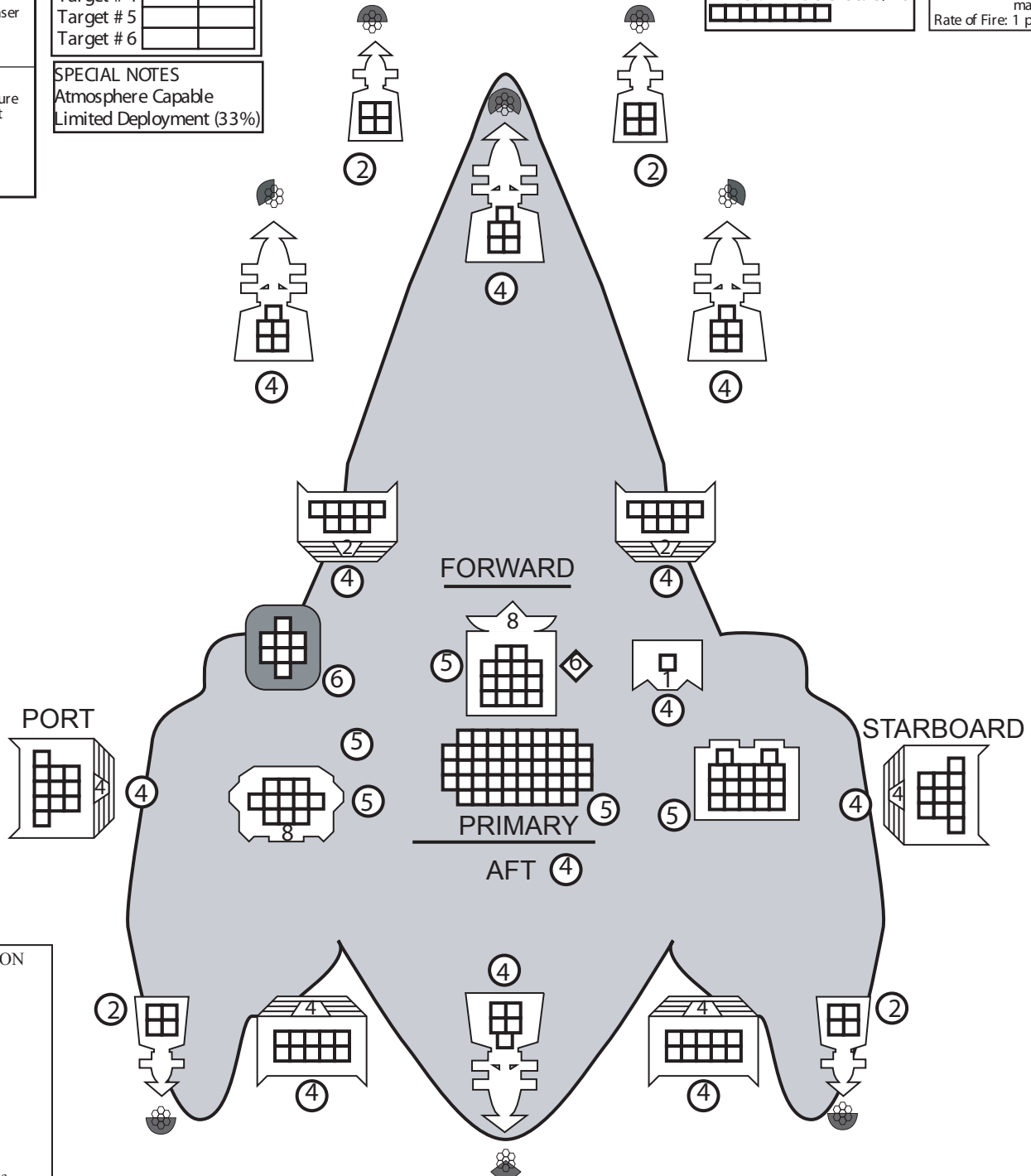
SPECS		MANEUVERING								COMBAT STATS			
Class: MCV		Turn Cost: 1/2 Speed								Fwd/Aft Defense: 12			
In Service: 2254		Turn Delay: 1/2 Speed								Stb/Port Defense: 13			
Point Value: 420		Accel/Decel Cost: 2 Thrust								Engine Efficiency: 3/1			
Ramming Factor: 70		Pivot Cost: 2+2 Thrust								Extra Power: 0			
Jump Delay: N/A		Roll Cost: 1+1 Thrust								Initiative Bonus: +12			
Speed	1	2	3	4	5	6	7	8	9	10	11	12	
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6	
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6	









WEAPON DATA
Advanced Defense Laser
Class: Laser
Modes: Raking
Damage: 2d10+5
Range Penalty: -1 per hex
Fire Control: +0/+2/+5
Intercept Rating: -2 (vs ballistic and matter weapons)
Rate of Fire: 1 per turn
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

FORWARD HITS
1-3: Retro Thrust
4-8: Defense Laser
9-11: Adv Defense Laser
12-18: Structure
19-20: PRIMARY Hit
AFT HITS
1-7: Main Thrust
8-9: Adv Defense Laser
10-11: Defense Laser
12-18: 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
Target # 2
Target # 3
Target # 4
Target # 5
Target # 6
SPECIAL NOTES
Atmosphere Capable
Limited Deployment (33%)

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



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Advanced Defense Laser
	Defense Laser