

# Nashani Shen-Ra Orbital Manor

## SPECS

Class: Capital Base  
In Service: 2226  
Point Value: 500  
Ramming Factor: 130  
Jump Delay: N/A

## MANEUVERING

Turn Cost: N/A  
Turn Delay: N/A  
Accel/Decel Cost: N/A  
Pivot Cost: N/A  
Roll Cost: N/A

## COMBAT STATS

Fwd/Aft Defense: 18  
Stb/Port Defense: 18  
Engine Efficiency: N/A  
Extra Power: +0  
Initiative Bonus: N/A

## 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

### Ballistic Laser

Class: Ballistic + Laser  
Modes: Raking (8)  
Damage: 2d10+8  
Range Penalty: None  
Max Range: 40 hexes  
Fire Control: +4/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### 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

## HANGAR

0 Fighters  
6 Shuttles: Thrust: 6  
Armor: 1 Defense: 8/10

## SECTION HITS

1-3: Adv Defense Laser  
4-5: Attack Laser  
6-7: Ballistic Laser  
8-9: Cargo  
10-11: Quarters  
12-18: Section Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-10: Primary Structure  
12-13: Ballistic Laser  
14-15: Sensors  
15-16: Hangar  
17-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

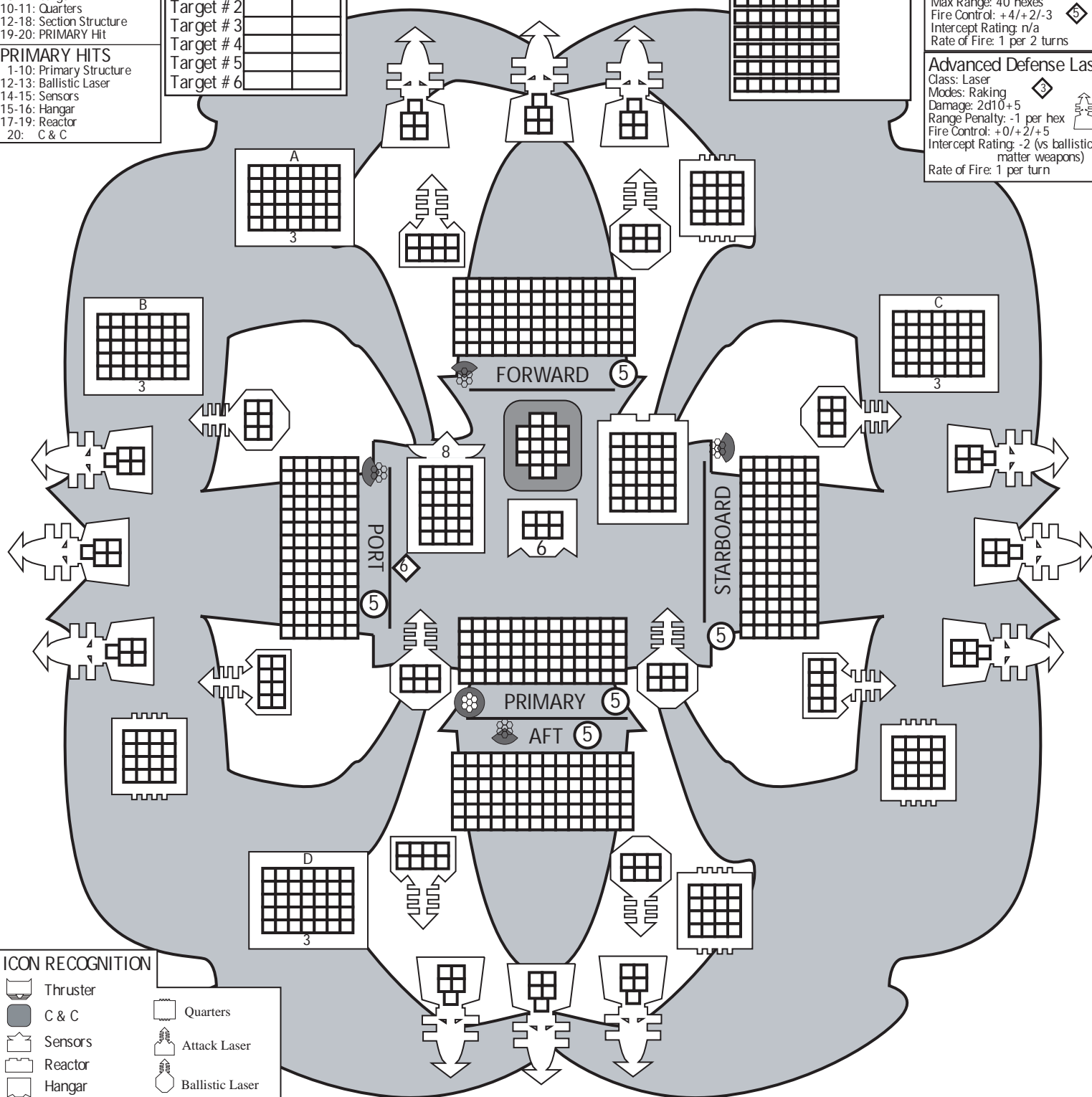
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

