

# Nashani Keewa Escort Cruiser

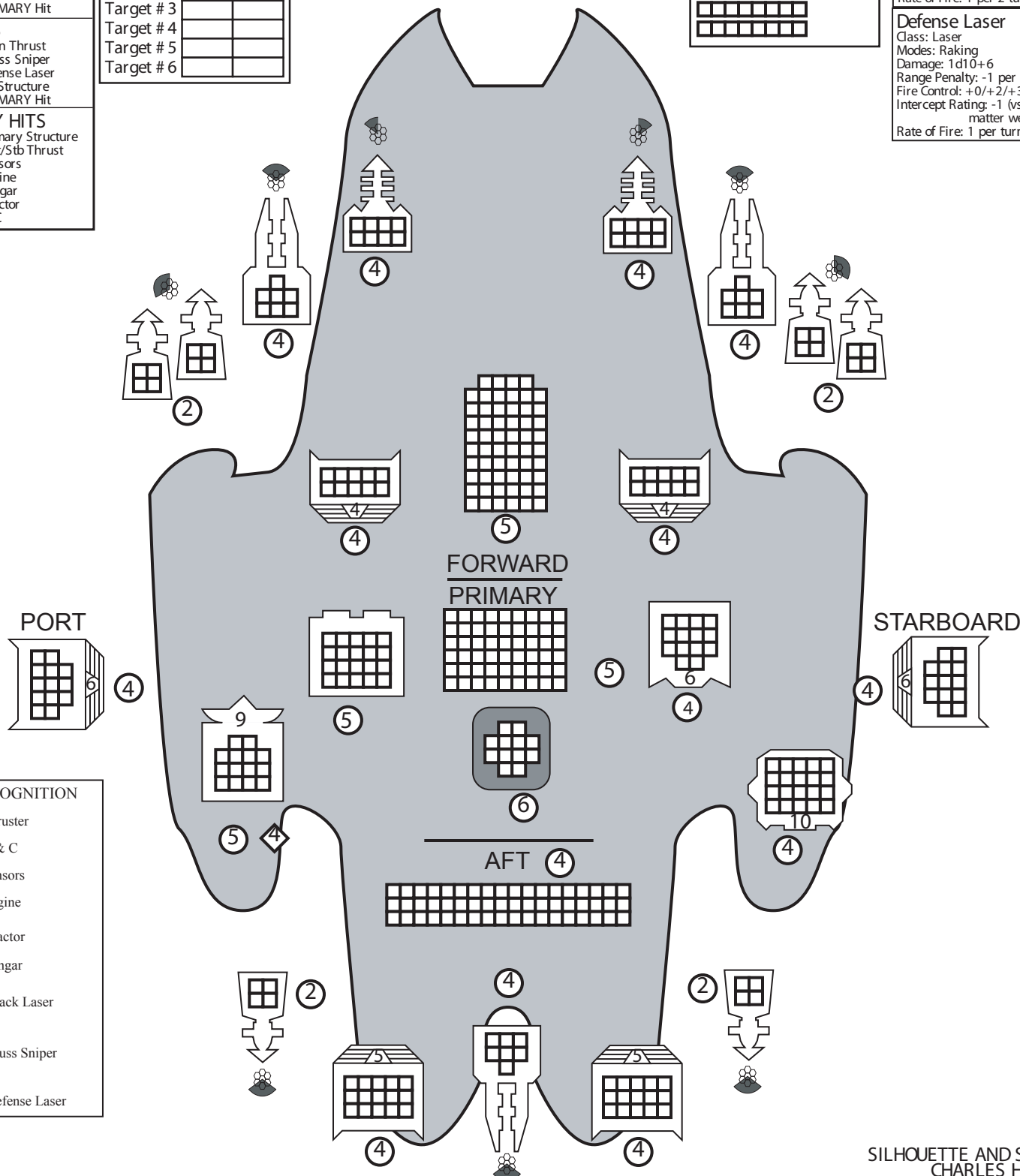
| SPECS                 | MANEUVERING                | COMBAT STATS           |
|-----------------------|----------------------------|------------------------|
| Class: Hvy Combat Vsl | Turn Cost: 2/3 Speed       | Fwd/Aft Defense: 14    |
| In Service: 2242      | Turn Delay: 2/3 Speed      | Stb/Port Defense: 15   |
| Point Value: 450      | Accel/Decel Cost: 3 Thrust | Engine Efficiency: 3/1 |
| Ramming Factor: 180   | Pivot Cost: 3+3 Thrust     | Extra Power: 0         |
| Jump Delay: N/A       | Roll Cost: 2+2 Thrust      | Initiative Bonus: +6   |
| Speed                 | 1 2 3 4 5 6 7 8 9 10 11 12 |                        |
| Turn Cost             | 1 2 2 3 4 4 5 6 6 7 8 8    |                        |
| Turn Delay            | 1 2 2 3 4 4 5 6 6 7 8 8    |                        |










| WEAPON DATA  |
|--|
| <b>Attack Laser</b><br>Class: Laser<br>Modes: Raking<br>Damage: 3d10+12<br>Range Penalty: -1 per 4 hexes<br>Fire Control: +3/+2/-3<br>Intercept Rating: n/a<br>Rate of Fire: 1 per 3 turns                           |
| <b>Gauss Sniper</b><br>Class: Matter<br>Modes: Standard<br>Damage: 2d10<br>Range Penalty: -1 per 3 hexes<br>Fire Control: +1/+0/--<br>Intercept Rating: n/a<br>Rate of Fire: 1 per 2 turns                           |
| <b>Defense Laser</b><br>Class: Laser<br>Modes: Raking<br>Damage: 1d10+6<br>Range Penalty: -1 per hex<br>Fire Control: +0/+2/+3<br>Intercept Rating: -1 (vs ballistic and matter weapons)<br>Rate of Fire: 1 per turn |

| FORWARD HITS             |
|--------------------------|
| 1-3: Retro Thrust        |
| 4-6: Attack Laser        |
| 7-8: Defense Laser       |
| 9-10: Gauss Sniper       |
| 11-18: Forward Structure |
| 19-20: PRIMARY Hit       |
| AFT HITS                 |
| 1-6: Main Thrust         |
| 7-8: Gauss Sniper        |
| 9-10: Defense Laser      |
| 11-18: Aft Structure     |
| 19-20: PRIMARY Hit       |
| PRIMARY HITS             |
| 1-8: Primary Structure   |
| 9-10: Port/Stb Thrust    |
| 11-12: Sensors           |
| 13-15: Engine            |
| 16-17: Reactor           |
| 18-19: Hangar            |
| 20: C&C                  |

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

| HANGAR                 |
|------------------------|
| 12 Fighters            |
| 2 Shuttle: Thrust: 5   |
| Armor: 1 Defense: 8/10 |



| ICON RECOGNITION   |               |
|--|---------------|
|  | Thruster      |
|  | C & C         |
|  | Sensors       |
|  | Engine        |
|  | Reactor       |
|  | Hangar        |
|  | Attack Laser  |
|  | Gauss Sniper  |
|  | Defense Laser |