

# Nashani Ana-Shi Command Cruiser



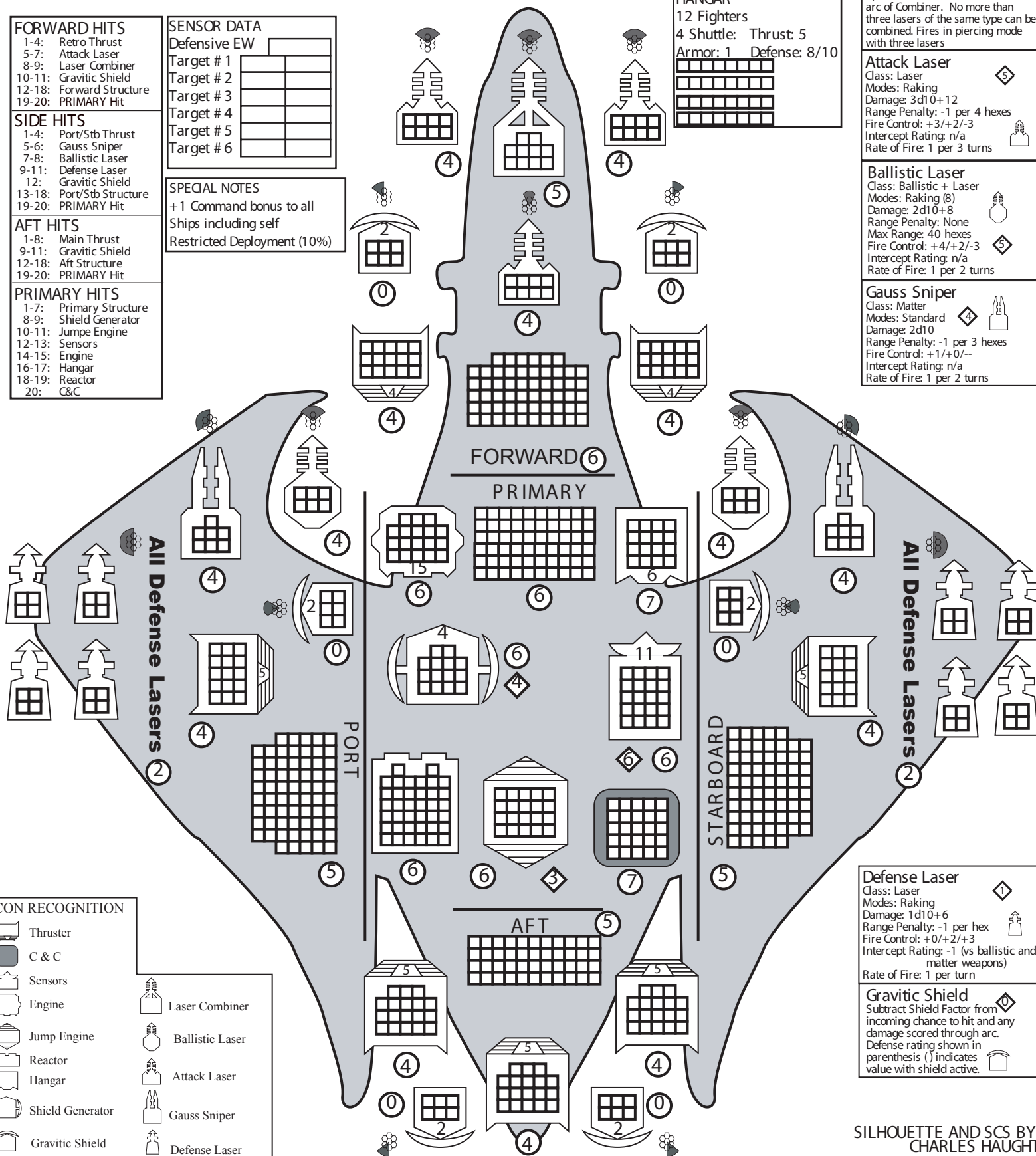
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16 (14)
In Service: 2254	Turn Delay: 1 x Speed	Stb/Port Defense: 18 (16)
Point Value: 1100	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 380	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 4+4 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
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WEAPON DATA
<b>Laser Combiner</b> Class: Gravitic Modes: Special Damage: +1d10 per laser combined Range Penalty: per weapon Fire Control: +1 per laser combined Intercept Rating: n/a Rate of Fire: 1 per 2 turns Special Notes: Combined lasers use arc of Combiner. No more than three lasers of the same type can be combined. Fires in piercing mode with three lasers
<b>Attack Laser</b> 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
<b>Ballistic Laser</b> 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
<b>Gauss Sniper</b> Class: Matter Modes: Standard Damage: 2d10 Range Penalty: -1 per 3 hexes Fire Control: +1/+0/- Intercept Rating: n/a Rate of Fire: 1 per 2 turns















FORWARD HITS
1-4: Retro Thrust
5-7: Attack Laser
8-9: Laser Combiner
10-11: Gravitic Shield
12-18: Forward Structure
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-6: Gauss Sniper
7-8: Ballistic Laser
9-11: Defense Laser
12: Gravitic Shield
13-18: Port/Stb Structure
19-20: PRIMARY Hit
AFT HITS
1-8: Main Thrust
9-11: Gravitic Shield
12-18: Aft Structure
19-20: PRIMARY Hit
PRIMARY HITS
1-7: Primary Structure
8-9: Shield Generator
10-11: Jump Engine
12-13: Sensors
14-15: 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
+1 Command bonus to all Ships including self
Restricted Deployment (10%)

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



<b>Defense Laser</b> 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
<b>Gravitic Shield</b> Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis ( ) indicates value with shield active.

ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Shield Generator
	Gravitic Shield
	Laser Combiner
	Ballistic Laser
	Attack Laser
	Gauss Sniper
	Defense Laser