

Nashani Dreeshra Exploration Cruiser

SPECS

Class: Capital Ship
In Service: 2254
Point Value: 975
Ramming Factor: 380
Jump Delay: 20 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16 (14)
Stb/Port Defense: 18 (16)
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

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

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

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

Gravitic Shield

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

FORWARD HITS

1-4: Retro Thrust
5-7: Attack Laser
8-9: Defense Laser
10-11: Gravitic Shield
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-7: Cargo
8-10: Defense Laser
11-12: 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

ELINT Ship

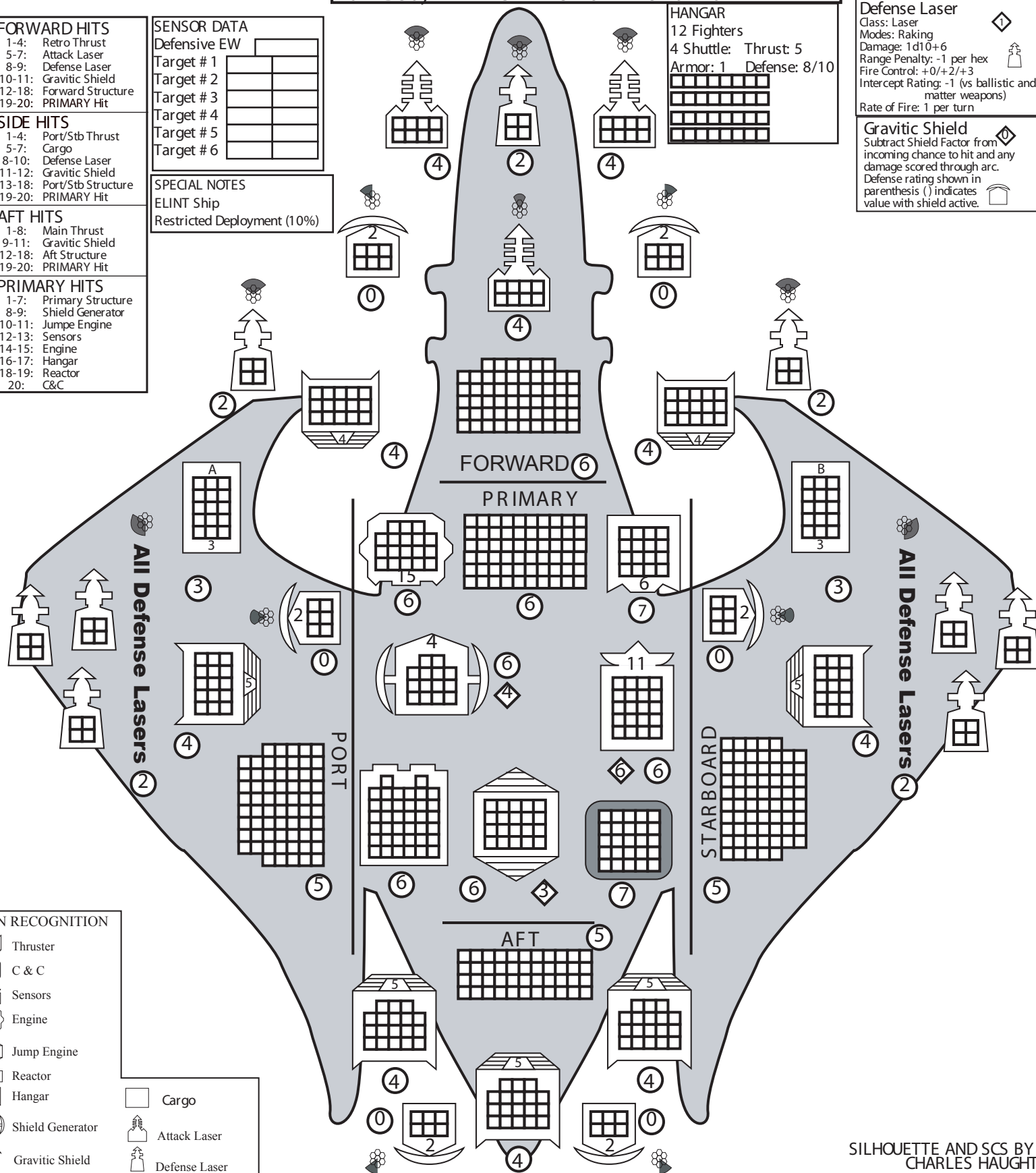
Restricted Deployment (10%)

HANGAR

12 Fighters

4 Shuttle: Thrust: 5

Armor: 1 Defense: 8/10



All Defense Lasers

All Defense Lasers

PORT

STARBOARD

AFT

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Shield Generator
- Gravitic Shield
- Cargo
- Attack Laser
- Defense Laser