

Nashani Shol-Ani System Patrol Ship

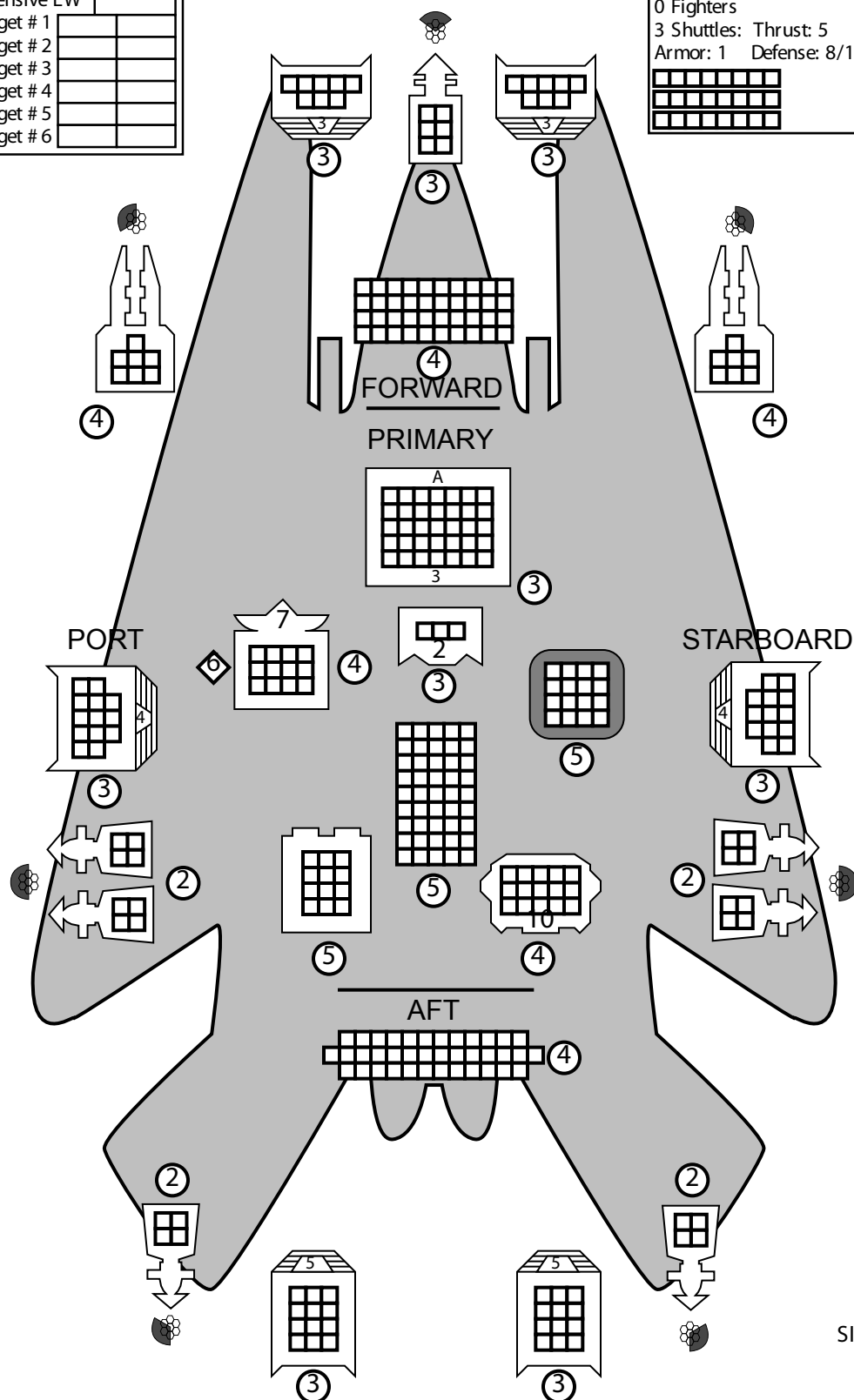
SPECS		MANEUVERING								COMBAT STATS			
Class: Hvy Combat Vsl		Turn Cost: 1/2 Speed								Fwd/Aft Defense: 14			
In Service: 2236		Turn Delay: 1/2 Speed								Stb/Port Defense: 15			
Point Value: 400		Accel/Decel Cost: 2 Thrust								Engine Efficiency: 3/1			
Ramming Factor: 130		Pivot Cost: 2+2 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	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
Assault Laser
Class: Laser
Modes: Raking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Gauss Sniper
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
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
1-4: Retro Thrust
5-6: Assault Laser
7-8: Gauss Sniper
9-18: Forward Struct
19-20: PRIMARY Hit
AFT HITS
1-8: Main Thrust
9-10: Defense Laser
11-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-6: Primary Struct
7-8: Port/Stb Thrust
9-10: Defense Laser
11-12: Cargo
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

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

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



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Assault Laser
	Gauss Sniper
	Defense Laser