



Nashani Algawa Strike Cruiser

SPECS	MANEUVERING								COMBAT STATS			
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed								Fwd/Aft Defense: 14			
In Service: 2249	Turn Delay: 2/3 Speed								Stb/Port Defense: 15			
Point Value: 600	Accel/Decel Cost: 3 Thrust								Engine Efficiency: 3/1			
Ramming Factor: 190	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

HANGAR
0 Fighters
2 Shuttle: Thrust: 5
Armor: 1 Defense: 8/10
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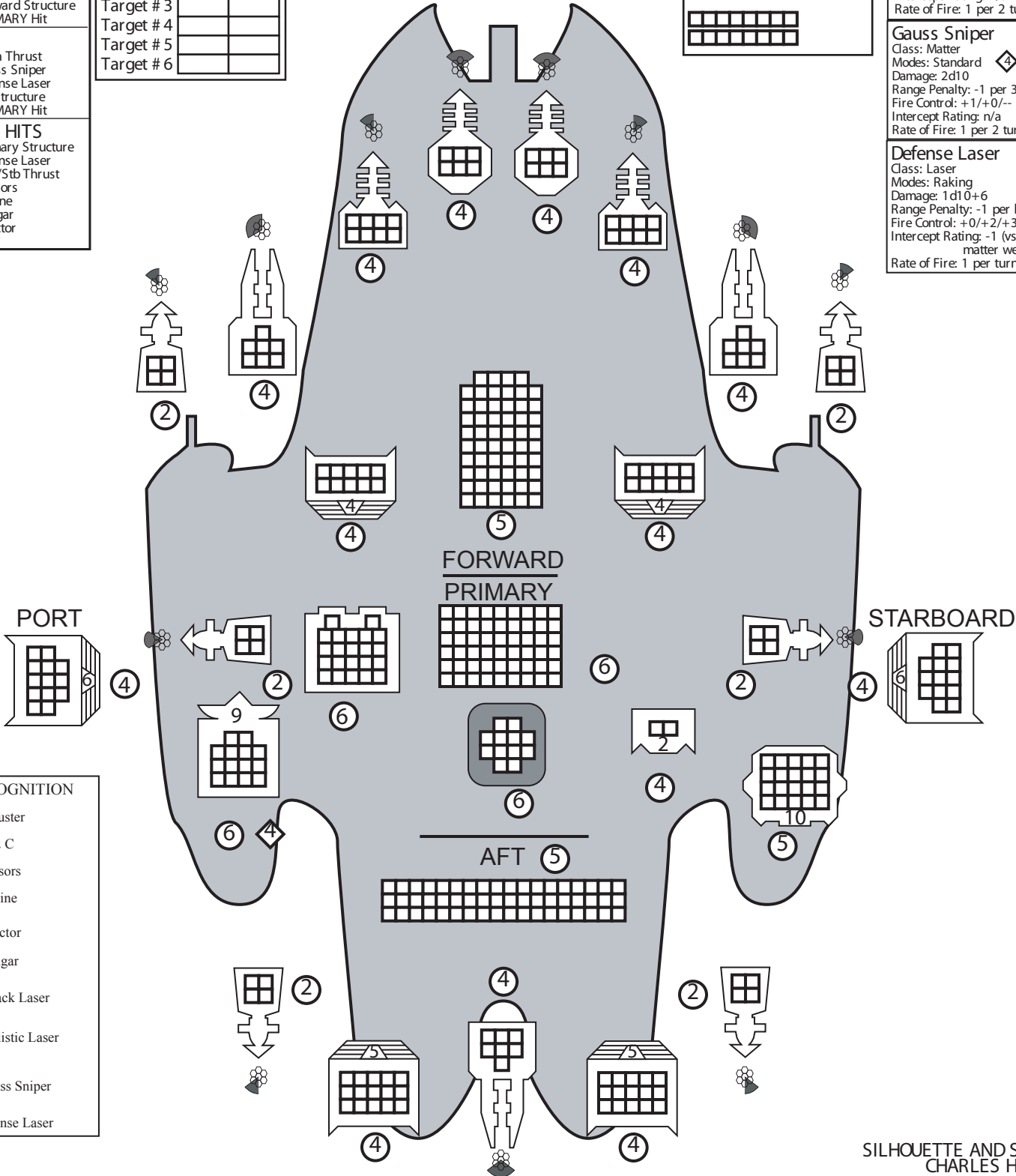
FORWARD HITS
1-3: Retro Thrust
4-5: Attack Laser
6-7: Defense Laser
8-9: Gauss Sniper
10-11: Ballistic Laser
12-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Gauss Sniper
9-10: Defense Laser
11-18: Aft Structure
19-20: PRIMARY Hit











PRIMARY HITS
1-7: Primary Structure
8-9: Defense Laser
10-11: Port/Stb Thrust
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		

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
Gauss Sniper Class: Matter Modes: Standard Damage: 2d10 Range Penalty: -1 per 3 hexes Fire Control: +1/+0/-1 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



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Attack Laser
	Ballistic Laser
	Gauss Sniper
	Defense Laser