

Sshel'ath Vulshara Heavy Cruiser

SPECS

Class: Capital Ship
In Service: 1986
Point Value: 860
Ramming Factor: 320
Jump Delay: 32 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 17
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

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	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

EM Laser

Class: EM + Laser
Modes: Raking
Damage: 3d10+10
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Rate of Fire: 1 per 3 turns
Special: +3 to criticals.

EM Torpedo

Class: Ballistic + EM
Modes: Flash
Damage: 2d10
Range Penalty: -1 per hex after 20 hexes
Fire Control: +3/+1/-6
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Ignores armor; deactivates power-using systems; +4 to criticals; +2 to fighter dropout rolls.

Gatling Laser

Class: Laser
Modes: Pulse
Damage: 1d10+4 1d3 times
Max Pulses: 5
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +2/+1/+1
Int Rating: -2 (vs. ballistics)
Rate of Fire: 1 per 2 turns

Light Laser Cannon

Class: Laser
Modes: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Point Defense Laser Mk-II

Class: Laser
Modes: Standard
Damage: 1d10+1
Range Penalty: -1 per hex
Fire Control: +0/+0/+4
Int Rating: -1 (-3 vs. ballistics)
Rate of Fire: 1 per turn

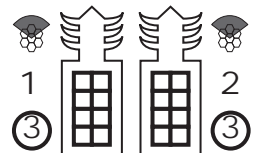
Heavy EM Laser

Class: EM + Laser
Modes: Raking
Damage: 4d10+16
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: +4 to criticals.

2018 Refit

Point Value: 900

1. Replace EM Lasers 1 and 2 with Heavy EM Lasers 1 and 2.



FORWARD HITS

1-3: Retro Thrust
4-6: EM Laser
7-8: Point Defense Laser
9-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: EM Torpedo
7-9: Light Laser
10-11: Gatling Laser
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Jump Engine
10-11: EM Laser
12-13: Gatling Laser
14-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Sensors
12-14: Engine
15-17: Hangar
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

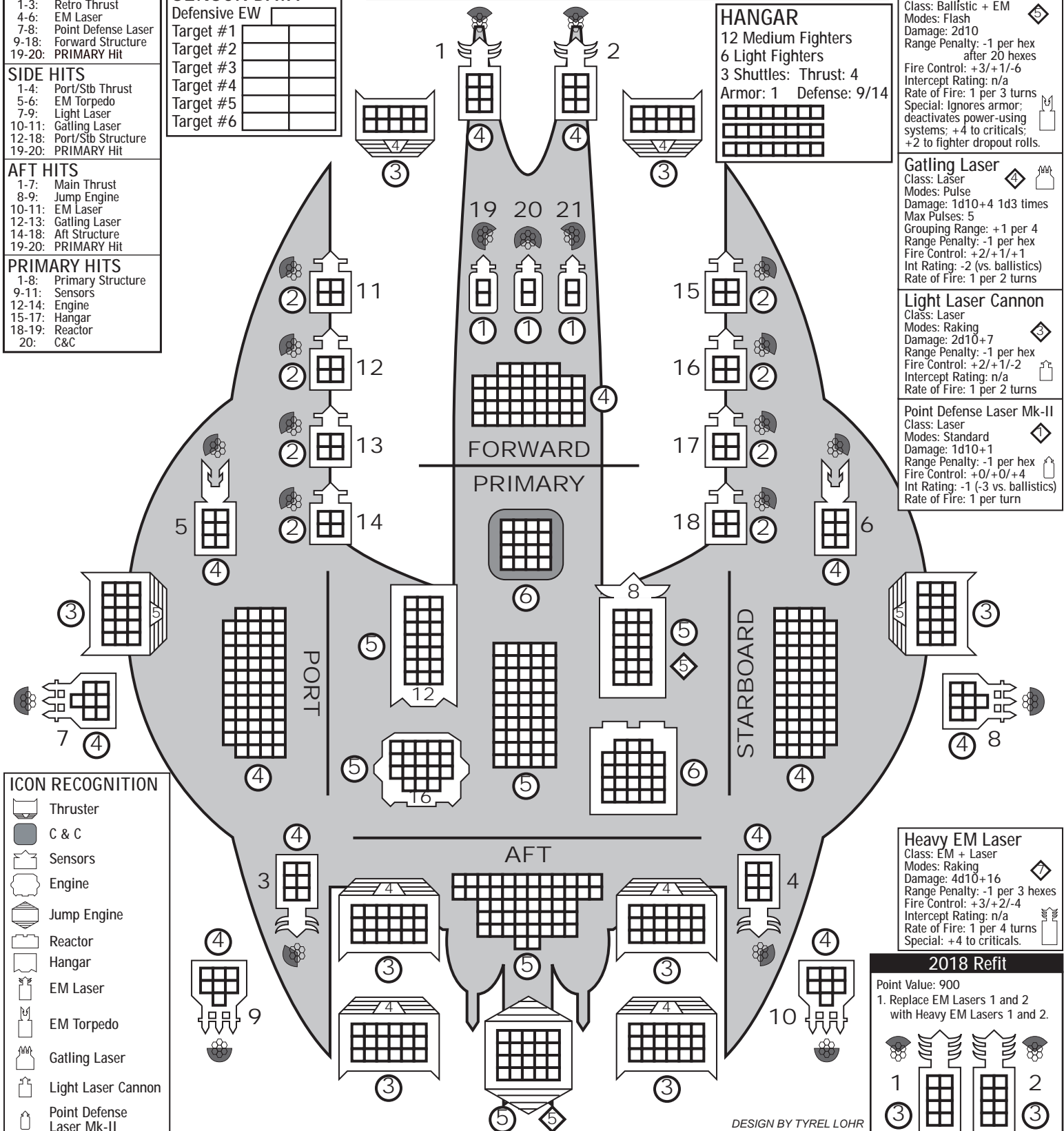
Target #4

Target #5

Target #6

HANGAR

12 Medium Fighters
6 Light Fighters
3 Shuttles: Thrust: 4
Armor: 1 Defense: 9/14



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- EM Laser
- EM Torpedo
- Gatling Laser
- Light Laser Cannon
- Point Defense Laser Mk-II