




Sshel'ath Solna Light Cruiser

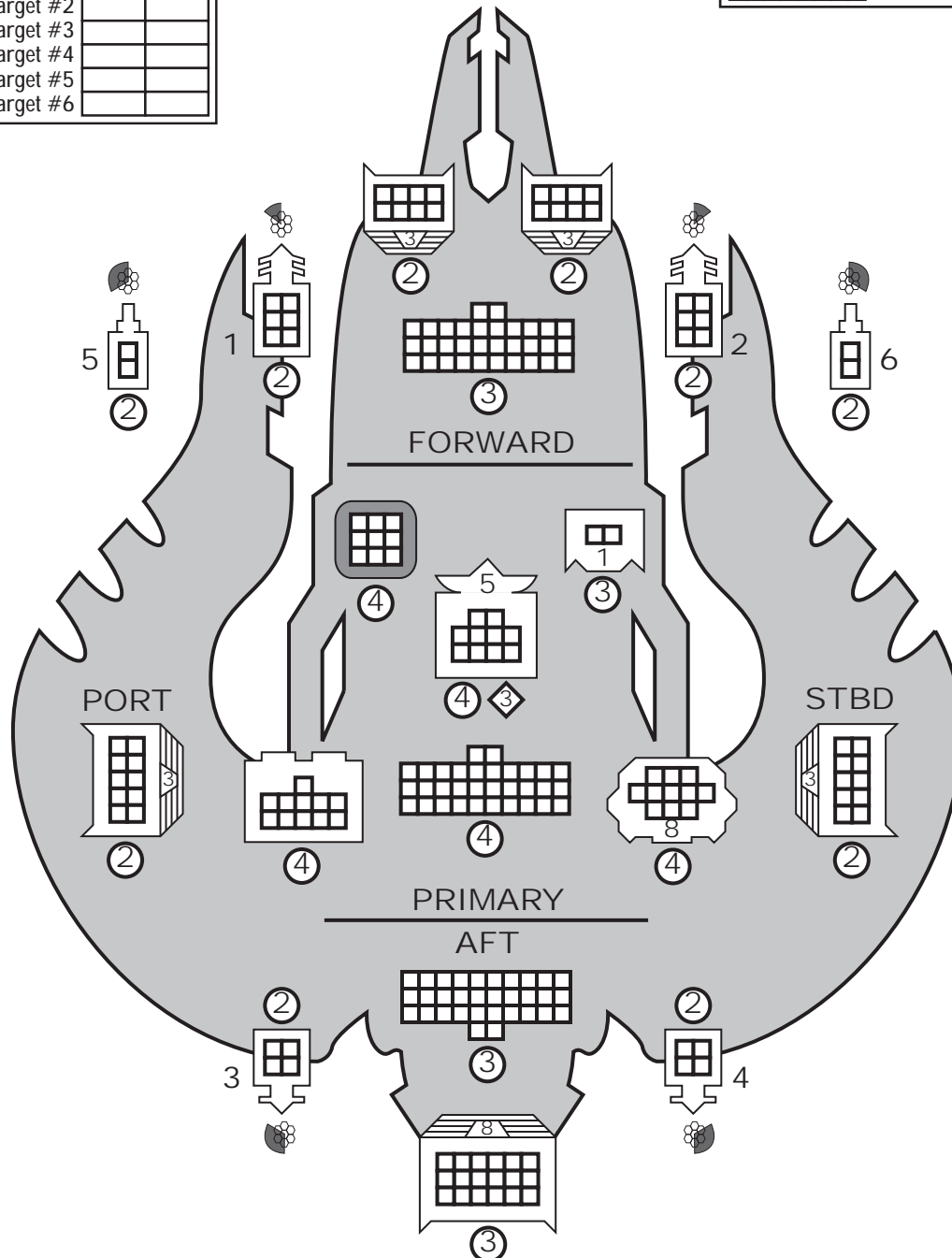
SPECS		MANEUVERING						COMBAT STATS					
Class: Hvy Combat Vsl		Turn Cost: 2/3 Speed						Fwd/Aft Defense: 13					
In Service: 1957		Turn Delay: 2/3 Speed						Stb/Port Defense: 15					
Point Value: 300		Accel/Decel Cost: 2 Thrust						Engine Efficiency: 5/1					
Ramming Factor: 110		Pivot Cost: 3+3 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	

WEAPON DATA	
Laser Cutter Class: Laser Modes: Raking (6) Damage: 4d10+2 Range Penalty: -1 per 2 hexes Fire Control: +2/+1/-2 Intercept Rating: n/a Rate of Fire: 1 per 3 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	
Light Particle Beam Class: Particle Modes: Standard Damage: 1d10+4 Range Penalty: -2 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn	

FORWARD HITS	
1-4:	Retro Thrust
5-6:	Laser Cutter
7-8:	Lt Particle Beam
9-18:	Forward Structure
19-20:	PRIMARY Hit
AFT HITS	
1-6:	Main Thrust
7-9:	Light Laser
10-18:	Aft Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-8:	Primary Structure
9-11:	Port/Stb Thrust
12-13:	Sensors
14-15:	Engine
16-17:	Hangar
18-19:	Reactor
20:	C&C

SPECIAL NOTES	
Limited Availability (33%) in A'hel'is or Mst'as Service	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
 0 Fighters
 2 Shuttles: Thrust: 4
 Armor: 1 Defense: 9/14



ICON RECOGNITION

