

Vendrizzi Shanshalo War Cruiser

SPECS

Class: Capital Ship
In Service: 182x
Point Value: 800
Ramming Factor: 260
Jump Delay: 24 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 17
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	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

Precision Laser Cannon
Class: Laser
Modes: Raking (8)
Damage: 2d10+10
Range Penalty: -1 per 4 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Can perform a called shot with first raking sub-volley.

Traverse Laser

Class: Laser
Modes: Raking
Damage: 2d10+5
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Blast Xaser Mk-I

Class: Laser
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +0/+0/+2
Int Rating: -1 (-2 vs. ballistics)
Rate of Fire: 1 per turn

Class-C Missile Rack

Class: Ballistic
Missiles: 10
Range Penalty: None
Fire Control: n/a
Rate of Fire: 1 per turn
Special: Chaff missiles only

Flak Battery

Class: Matter
Modes: Flash
Damage: 1d6
Range Penalty: None
Max Range: 1 hex
Fire Control: n/a
Intercept Rating: -3
Rate of Fire: 1 per turn
Special: Scores damage on all fighters in target hex. Can intercept Laser weapons.

FORWARD HITS

1-4: Retro Thrust
5-7: Precious Laser
8-9: Blast Xaser
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5: Traverse Laser
6: Blast Xaser
7-8: Missile Rack
9-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8: Medium Laser
9-10: Traverse Laser
11: Blast Xaser
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Jump Engine
11-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

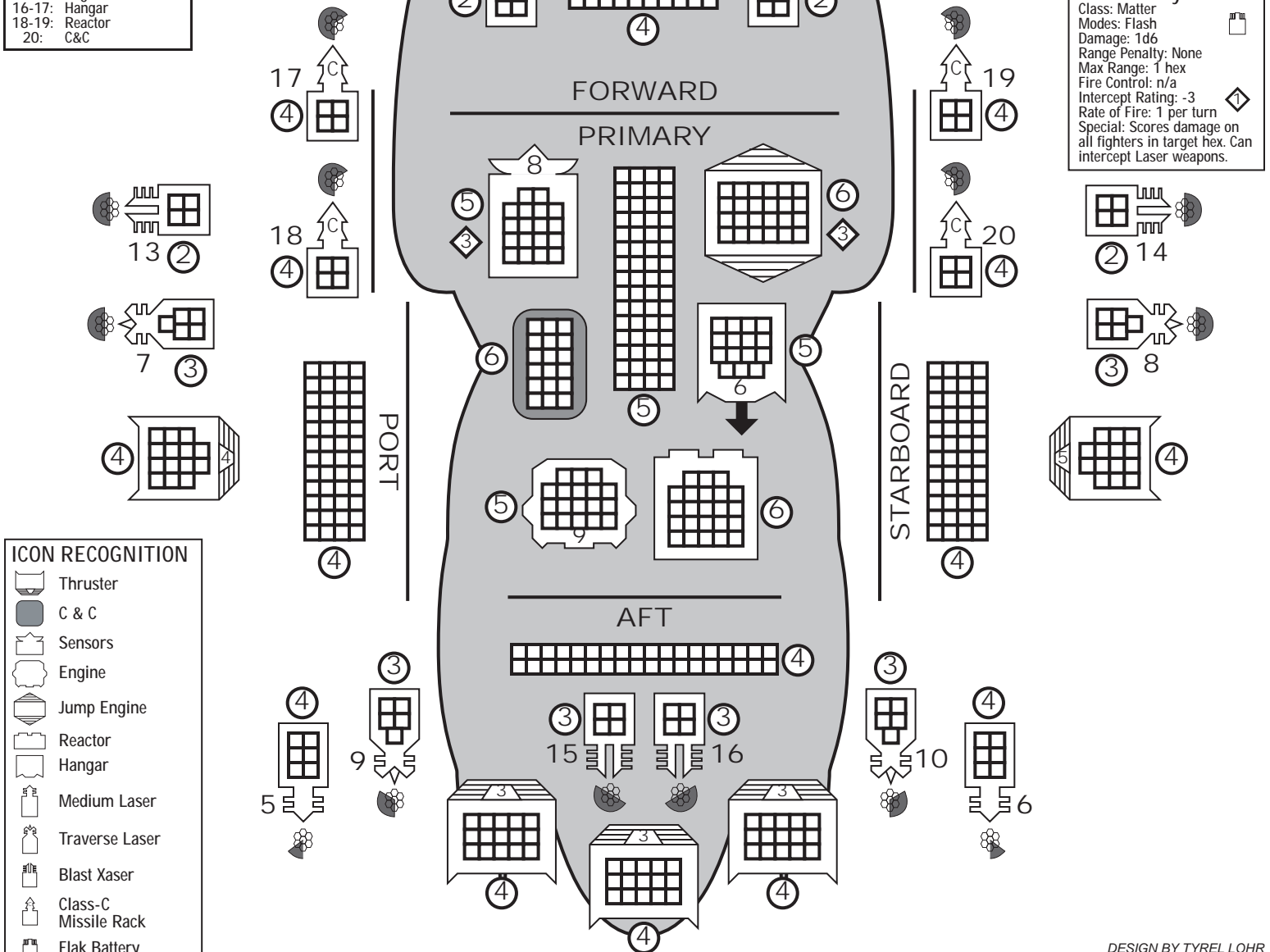
Target #6

HANGAR

12 Fighters

3 Shuttles: Thrust: 3

Armor: 1 Defense: 13/13



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Medium Laser
- Traverse Laser
- Blast Xaser
- Class-C Missile Rack
- Flak Battery