

Sshel'ath Velvasa Heavy Cruiser

SPECS

Class: Capital Ship
In Service: 1997
Point Value: 700
Ramming Factor: 270
Jump Delay: 36 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 5+5 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +1

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
Intercept Rating: n/a
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.

Heavy Gatling Laser

Class: Laser
Modes: Pulse
Damage: 2d10+5 1d3 times
Max Pulses: 4
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+0
Int Rating: -2 (vs. ballistics)
Rate of Fire: 1 per 2 turns

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

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: EM Laser
8-10: Gatling Laser
11-12: Flak Battery
13-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: EM Torpedo
8-11: Heavy Gatling Laser
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Jump Engine
10: Gatling Laser
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-11: 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

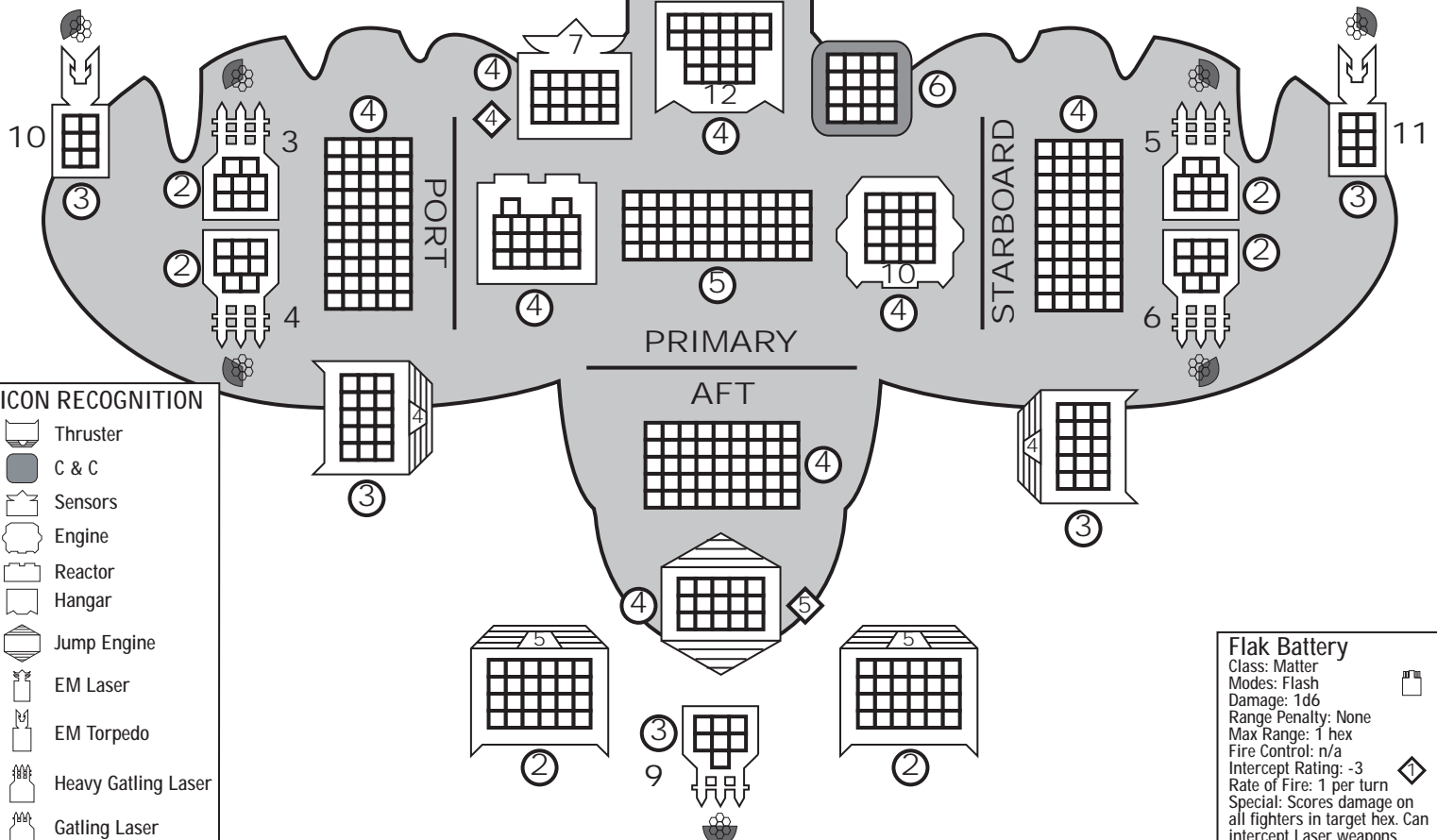
Target #6

HANGAR

18 Light Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 9/14



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- EM Laser
- EM Torpedo
- Heavy Gatling Laser
- Gatling Laser
- Flak Battery