

# Sshel'ath Naslik Escort Carrier

## SPECS

Class: Capital Ship  
In Service: 1964  
Point Value: 400  
Ramming Factor: 150  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 16  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +0

## WEAPON DATA

**Light Gauss Cannon**  
Class: Matter  
Modes: Standard  
Damage: 1d10+3  
Range Penalty: -1 per hex  
Fire Control: +1/+2/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per turn

## Lt 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

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

## HANGAR

18 Light Fighters  
(12 External)  
2 Shuttles: Thrust: 4  
Armor: 1 Defense: 9/14



## FORWARD HITS

1-4: Retro Thrust  
5-6: Lt Particle Beam  
7-8: Lt Gauss Cannon  
9-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-7: Port/Stb Hangar  
8-10: Lt Particle Beam  
11-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-8: Lt Gauss Cannon  
9-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

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

## SENSOR DATA

Defensive EW

Target #1

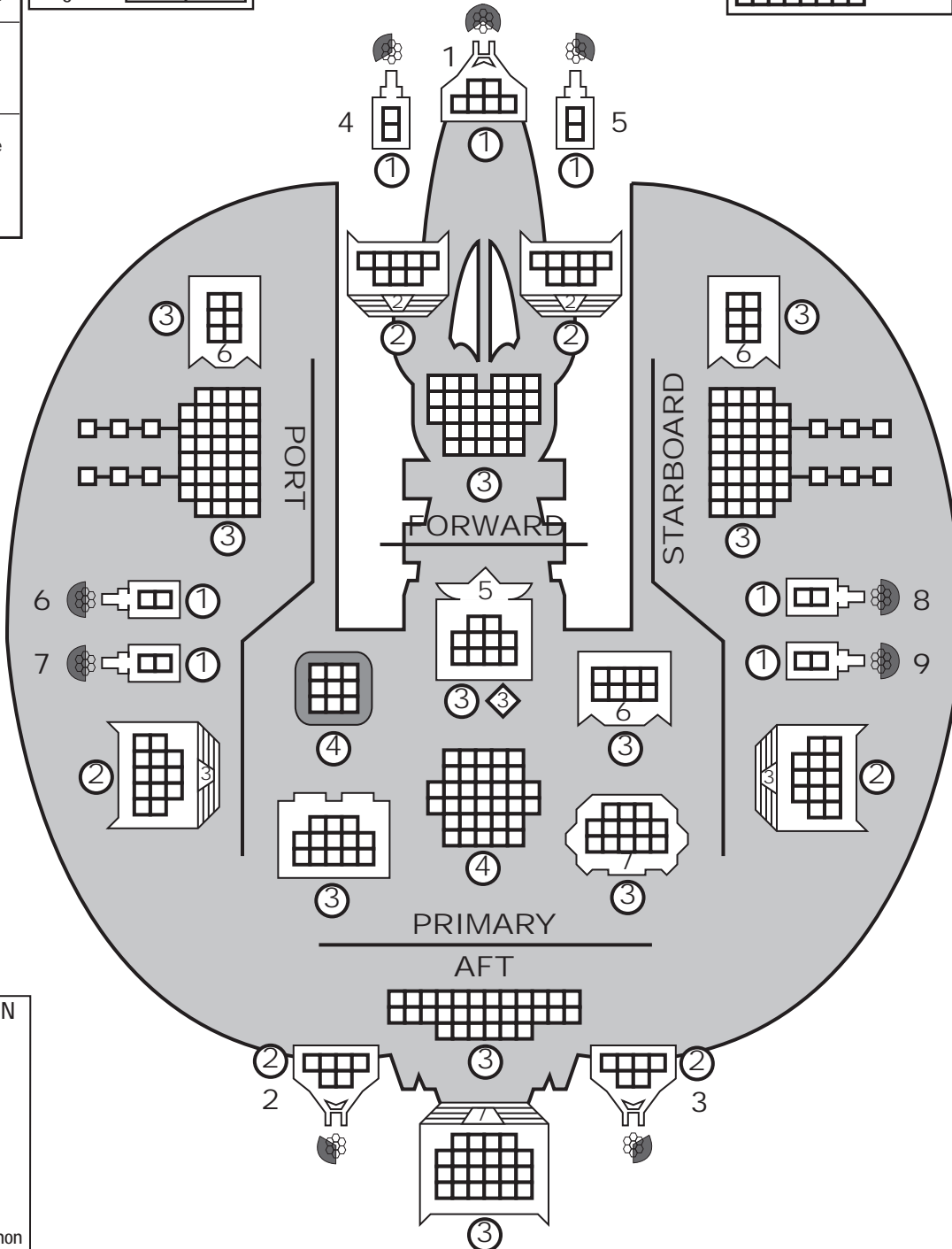
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Light Gauss Cannon
- Lt Particle Beam