

Ingalli Nalireth Missile Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 1773
Point Value: 475
Ramming Factor: 140
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +6

WEAPON DATA

Class-SO Missile Rack
Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
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

Repeater Gun

Class: Particle
Modes: Standard
Damage: 1d10+3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/+2
Intercept Rating: -1 per shot
Rate of Fire: 1 or more per turn

SIDE HITS

1-3: Main/Retro Thrust
4-6: Port/Stb Thrust
7-9: Missile Rack
10: Light Laser
11-12: Repeater Gun
13-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11-12: Reload Rack
13-14: Sensors
15: Hangar
16-17: Engine
18-19: Reactor
20: C&C

SPECIAL NOTES

Limited Availability (33%)
Special Hull Arrangement
(No Fwd/Aft Hits or Struct)

SENSOR DATA

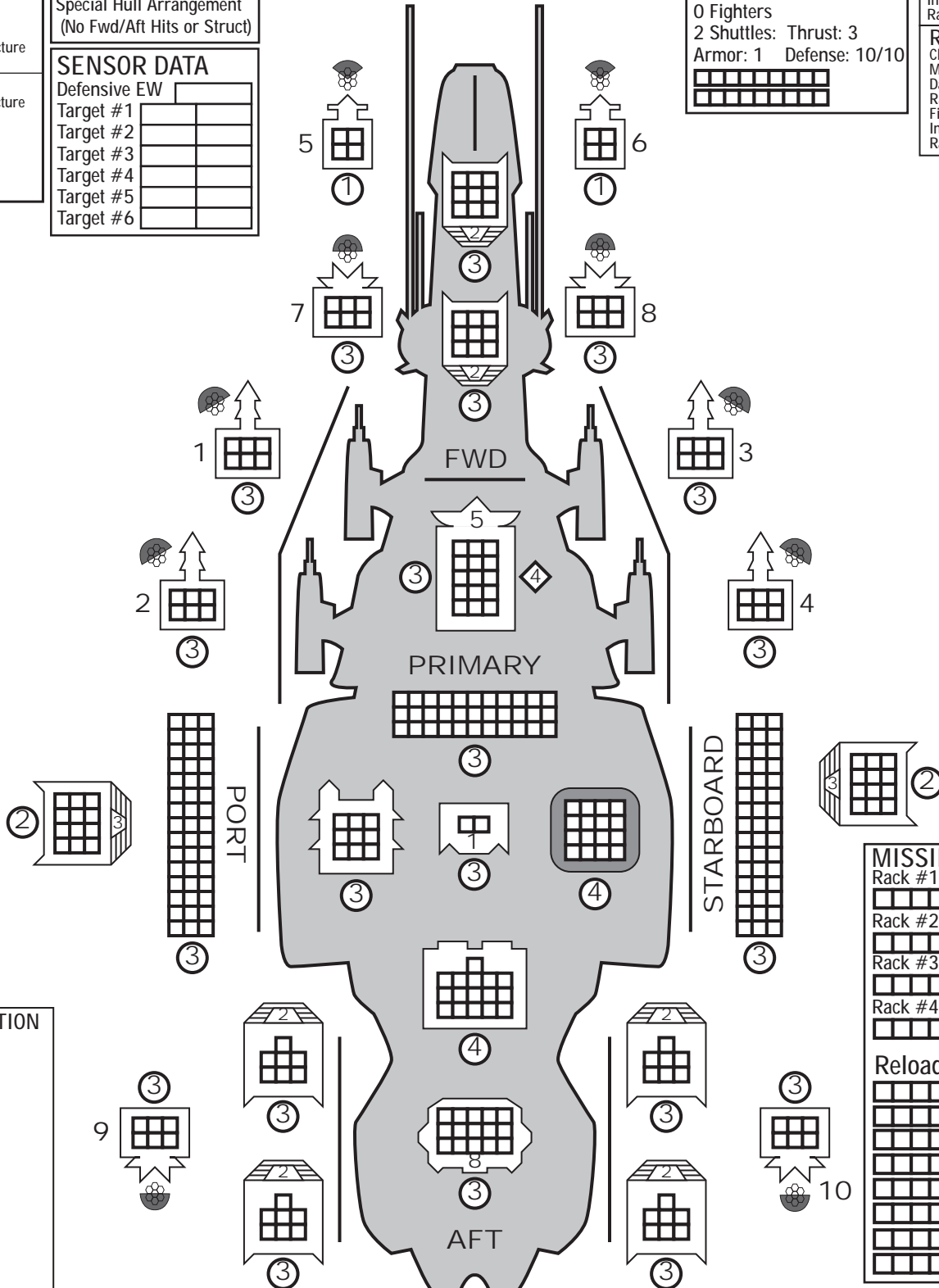
Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #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	3	4	5	6	7	8	9	10	11	12

HANGAR

0 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 10/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Class-SO
- Missile Rack
- Light Laser
- Repeater Gun

MISSILES

Rack #1									
Rack #2									
Rack #3									
Rack #4									

Reload Rack
