

Sshel'ath Danesti Battlecruiser

SPECS

Class: Capital Ship
In Service: 1978
Point Value: 900
Ramming Factor: 270
Jump Delay: 32 Turns

MANEUVERING

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

COMBAT STATS

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

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

WEAPON DATA

Electron Polarizer
Class: Electromagnetic
Modes: Flash
Damage: 5d10
Range Penalty: -1 per 3 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: +3 to critical hits, +2 to dropout rolls

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

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

HANGAR

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



FORWARD HITS

1-4: Retro Thrust
5-7: Electron Polarizer
8-9: Laser Cutter
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-8: Gatling Laser
9-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Gatling Laser
10-11: Jump Engine
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Restricted Deployment (10%)

SENSOR DATA

Defensive EW

Target #1

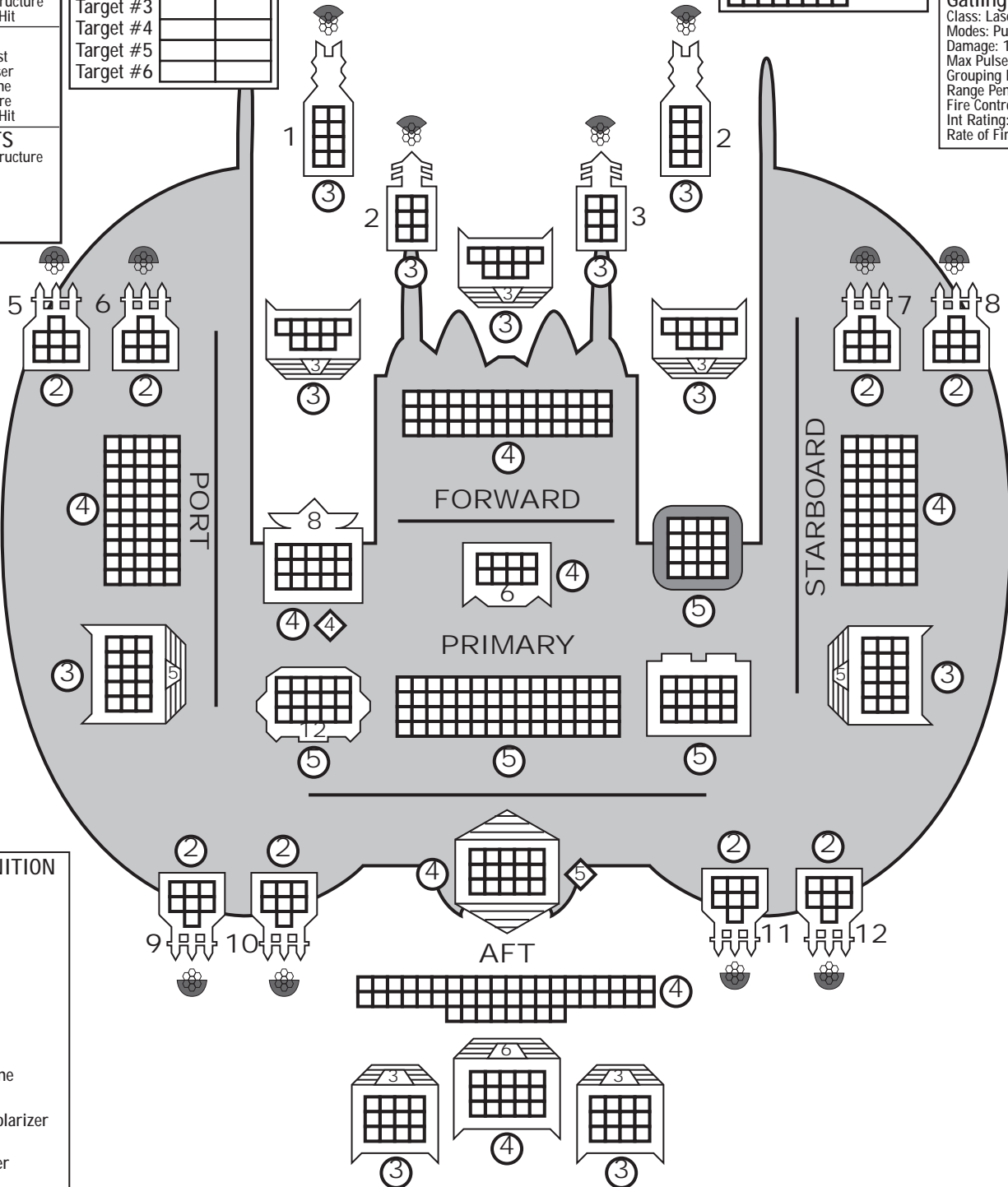
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Electron Polarizer
- Laser Cutter
- Gatling Laser