

# Sshel'ath Kralath Command Cruiser

## SPECS

Class: Capital Ship  
In Service: 2004  
Point Value: 1000  
Ramming Factor: 240  
Jump Delay: 40 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 15  
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	1	2	2	3	3	4	4	5	5	6	6

## 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

### 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.

### 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

### Point Defense Laser Mk-II

Class: Laser  
Modes: Standard  
Damage: 1d10+1  
Range Penalty: -1 per hex  
Fire Control: +0/+0/+4  
Int Rating: -1 (-3 vs. ballistics)  
Rate of Fire: 1 per turn

## FORWARD HITS

1-3: Retro Thrust  
4-5: EM Polarizer  
6-8: EM Torpedo  
9-11: Point Defense Laser  
12-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-7: Gatling Laser  
8-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-8: Main Thrust  
9-11: Gatling Laser  
12-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
7-8: Flak Turret  
9-10: Jump Engine  
11-13: Sensors  
15-17: Engine  
18: Hangar  
19: Reactor  
20: C&C

## SPECIAL NOTES

ELINT Ship

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

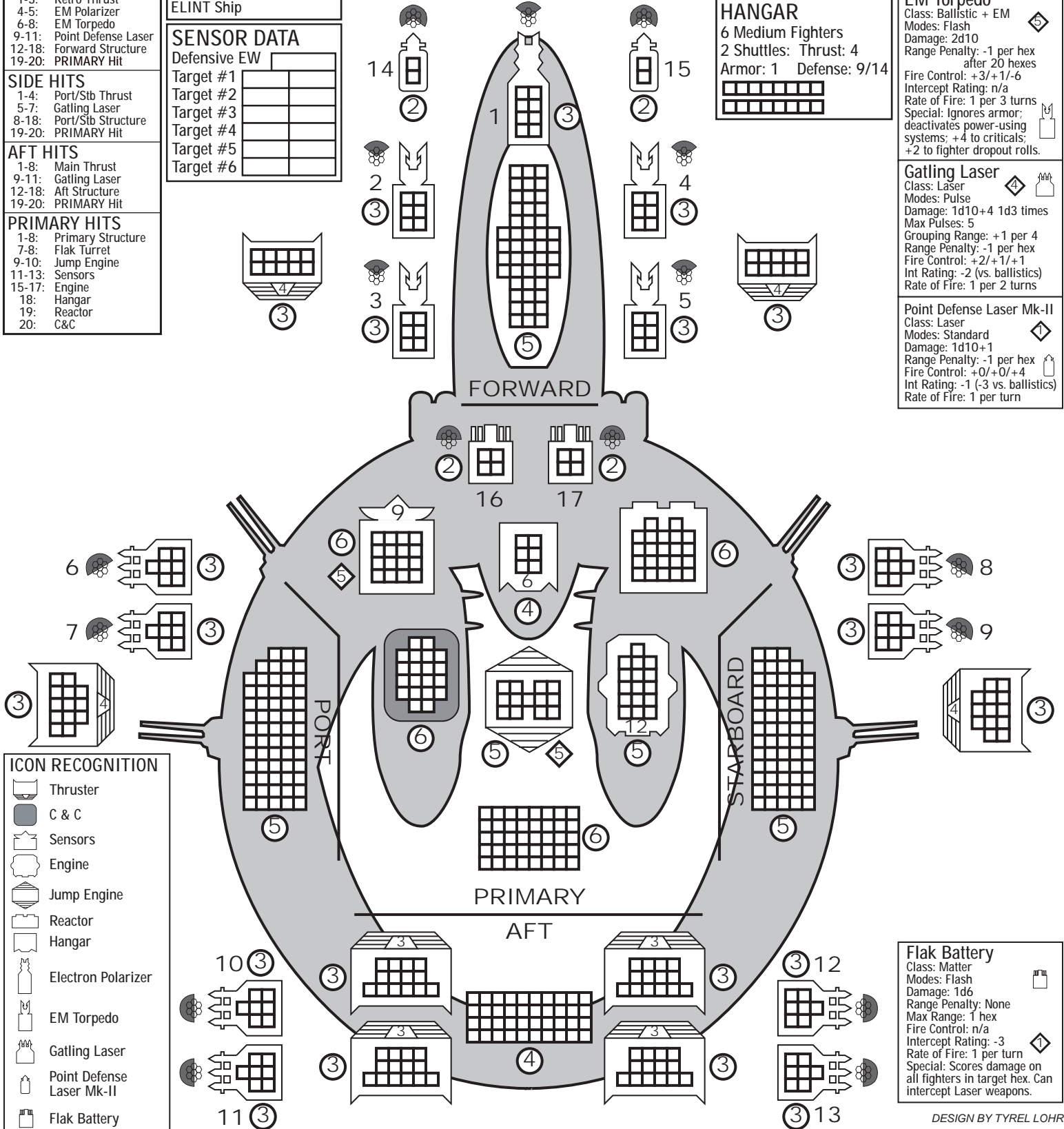
Target #6

## HANGAR

6 Medium Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 9/14



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Electron Polarizer
- EM Torpedo
- Gatling Laser
- Point Defense Laser Mk-II
- Flak Battery

## 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.