

# Sshel'ath Nirte Command Cruiser

## SPECS

Class: Capital Ship  
In Service: 1959  
Point Value: 550  
Ramming Factor: 150  
Jump Delay: 40 Turns

## 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

Class: S-O Missile Rack  
Class: Ballistic  
Missiles: 12  
Range Penalty: None  
Fire Control: +2/+2/+2  
Rate of Fire: 1 per 2 turns

## 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

## 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

0 Fighters  
4 Shuttles: Thrust: 4  
Armor: 1 Defense: 9/14


## FORWARD HITS

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

## SIDE HITS

1-4: Port/Stb Thrust  
5-6: Missile Rack  
7-8: Laser Cutter  
9-10: 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

1-7: Primary Structure  
8-9: Jump Engine  
10-12: Sensors  
13-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C&C

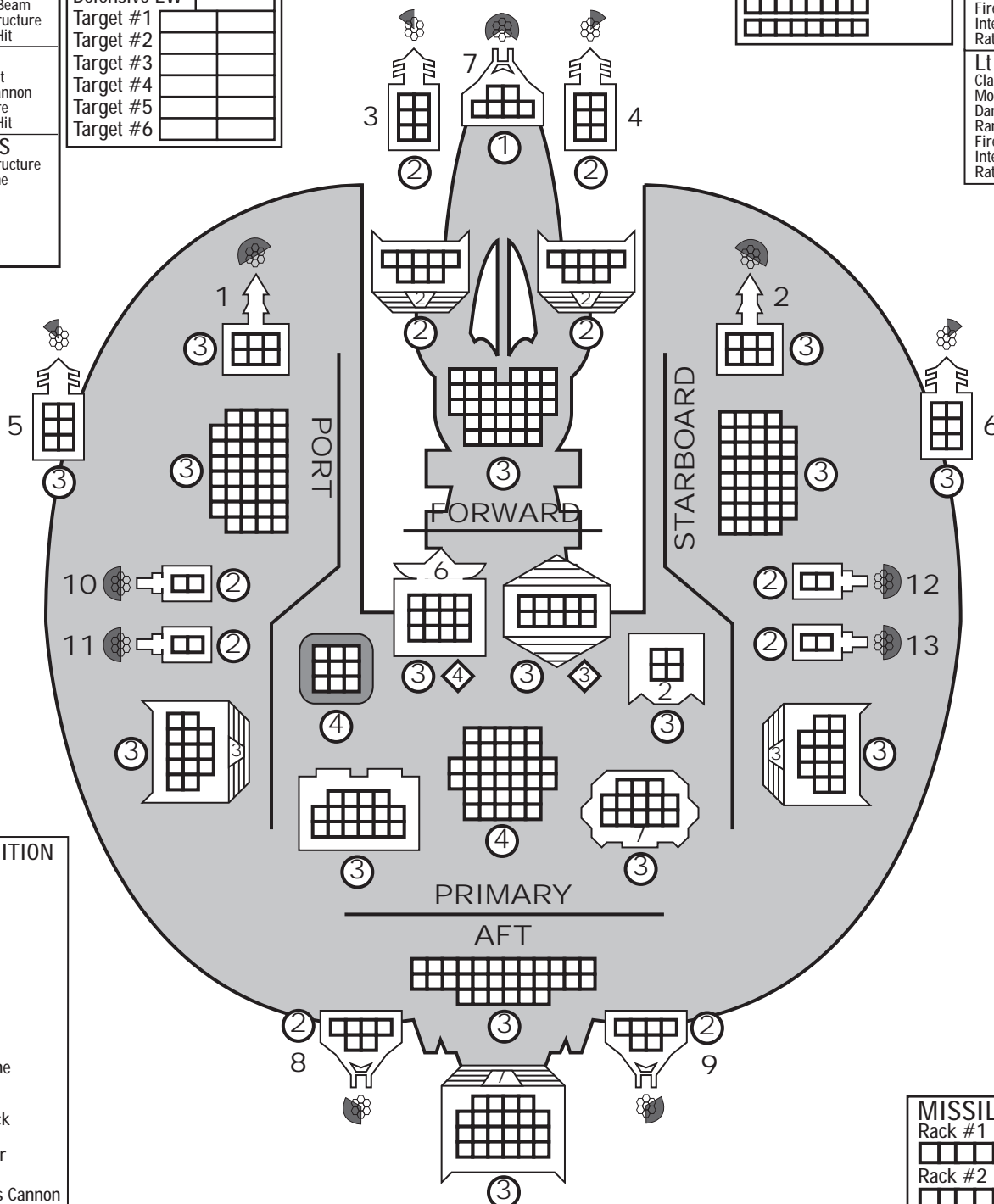
## SPECIAL NOTES

Unreliable Ship:  
Power Fluctuations  
Vulnerable to Criticals  
(Laser Cutters only)

## 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
- Class-SO Missile Rack
- Laser Cutter
- Light Gauss Cannon
- Lt Particle Beam

## MISSILES

Rack #1									
Rack #2									