

Sal-bez Ash-ver Shock Cruiser

SPECS

Class: Capital Ship
In Service: 2098
Point Value: 530
Ramming Factor: 220
Jump Delay: n/a

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: 0

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|------------|---|---|---|---|---|---|----|----|----|----|----|----|
| Turn Cost | 2 | 3 | 5 | 6 | 8 | 9 | 11 | 12 | 14 | 15 | 17 | 18 |
| Turn Delay | 2 | 3 | 5 | 6 | 8 | 9 | 11 | 12 | 14 | 15 | 17 | 18 |

WEAPON DATA

Heavy Plasma Gun

Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +2/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Plasma Gun

Class: Plasma
Modes: Standard
Dmg: 2d10+2 (-1 per hex)
Range Penalty: -3 per 2 hexes
Fire Control: +2/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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

Improved Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Heavy Plasma Cannon

Class: Plasma
Modes: Standard
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Med. Plasma Cannon

Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Light Plasma Cannon

Class: Plasma
Modes: Standard
Dmg: 2d10+2 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-6: Retro Thrust
7-10: Heavy Plasma Gun
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Heavy Plasma Gun
7-8: Lt Particle Beam
9-10: Med Plasma Gun
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-10: Med Plasma Gun
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SENSOR DATA

Defensive EW

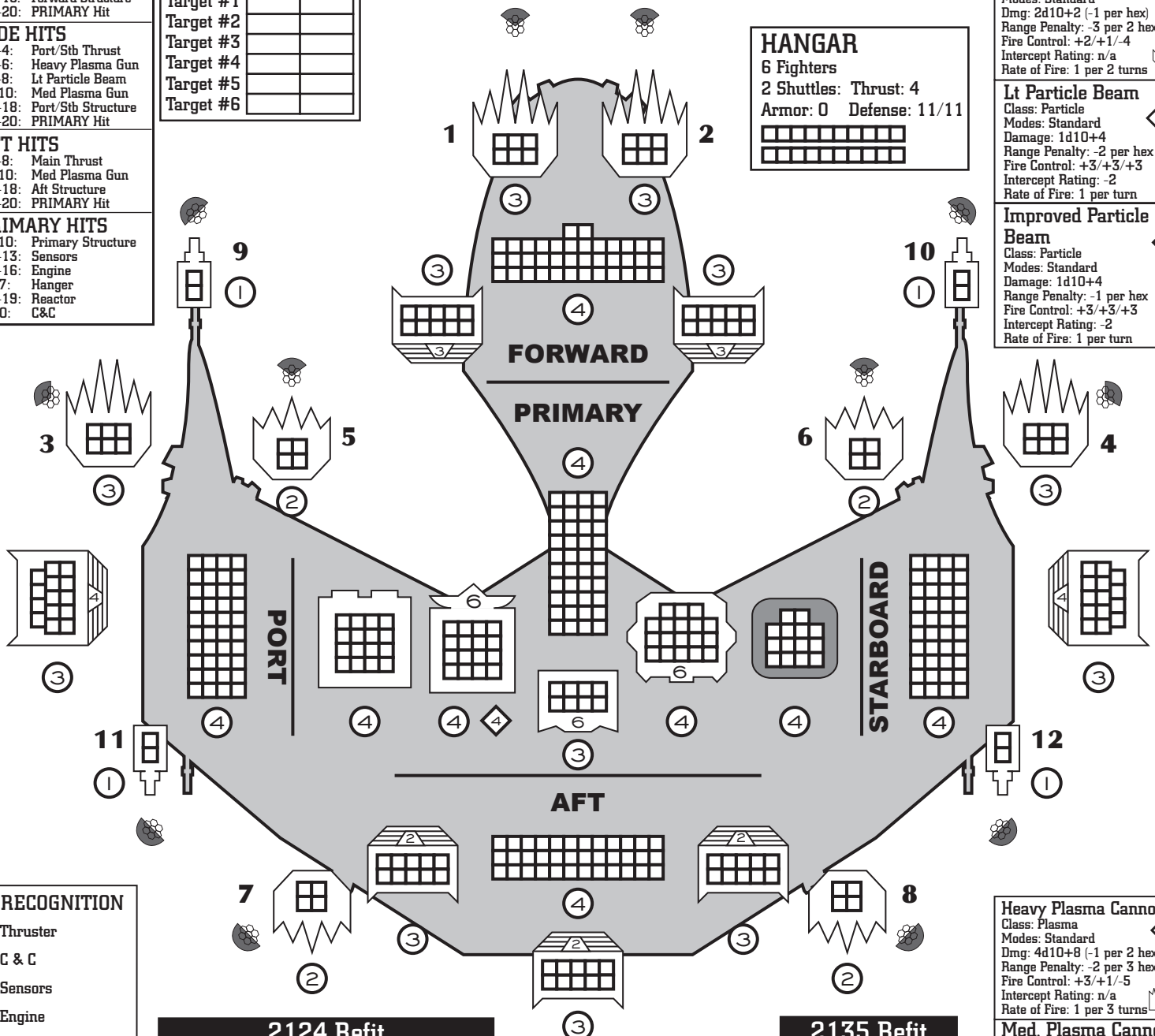
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR

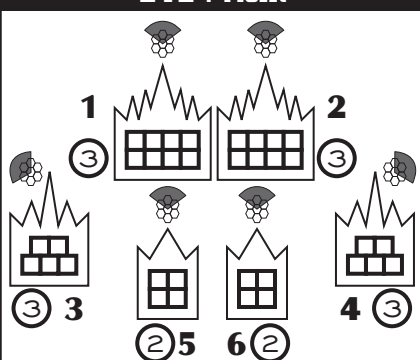
6 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 11/11



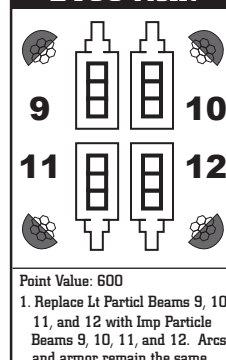
2124 Refit



Point Value: 580

1. Replace Heavy Plasma Guns 1 and 2 with Heavy Plasma Cannons 1 and 2.
 2. Replace Heavy Plasma Guns 3 and 4 with Med Plasma Cannons 3 and 4.
 3. Replace Medium Plasma Guns 5 and 6 with Light Plasma Cannons 5 and 6.
- Arcs and armor as shown.

2135 Refit



Point Value: 600

1. Replace Lt Particle Beams 9, 10, 11, and 12 with Imp Particle Beams 9, 10, 11, and 12. Arcs and armor remain the same.

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Heavy Plasma Gun
- Medium Plasma Gun
- Heavy Plasma Cannon
- Medium Plasma Cannon
- Light Plasma Cannon
- Lt Particle Beam
- Intermediate Particle Beam