



Shidari Darshar Light Cruiser

SPECS Class: Capital Ship In Service: 661 AR Point Value: 780 Ramming Factor: 200 Jump Delay: N/A	MANEUVERING Turn Cost: 2/3 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 4+4 Thrust	COMBAT STATS Fwd/Aft Defense: 15 Stb/Port Defense: 16 Engine Efficiency: 2/1 Extra Power: 0 Initiative Bonus: +0
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 1 2 2 3 3 4 4 5 5 6 6	

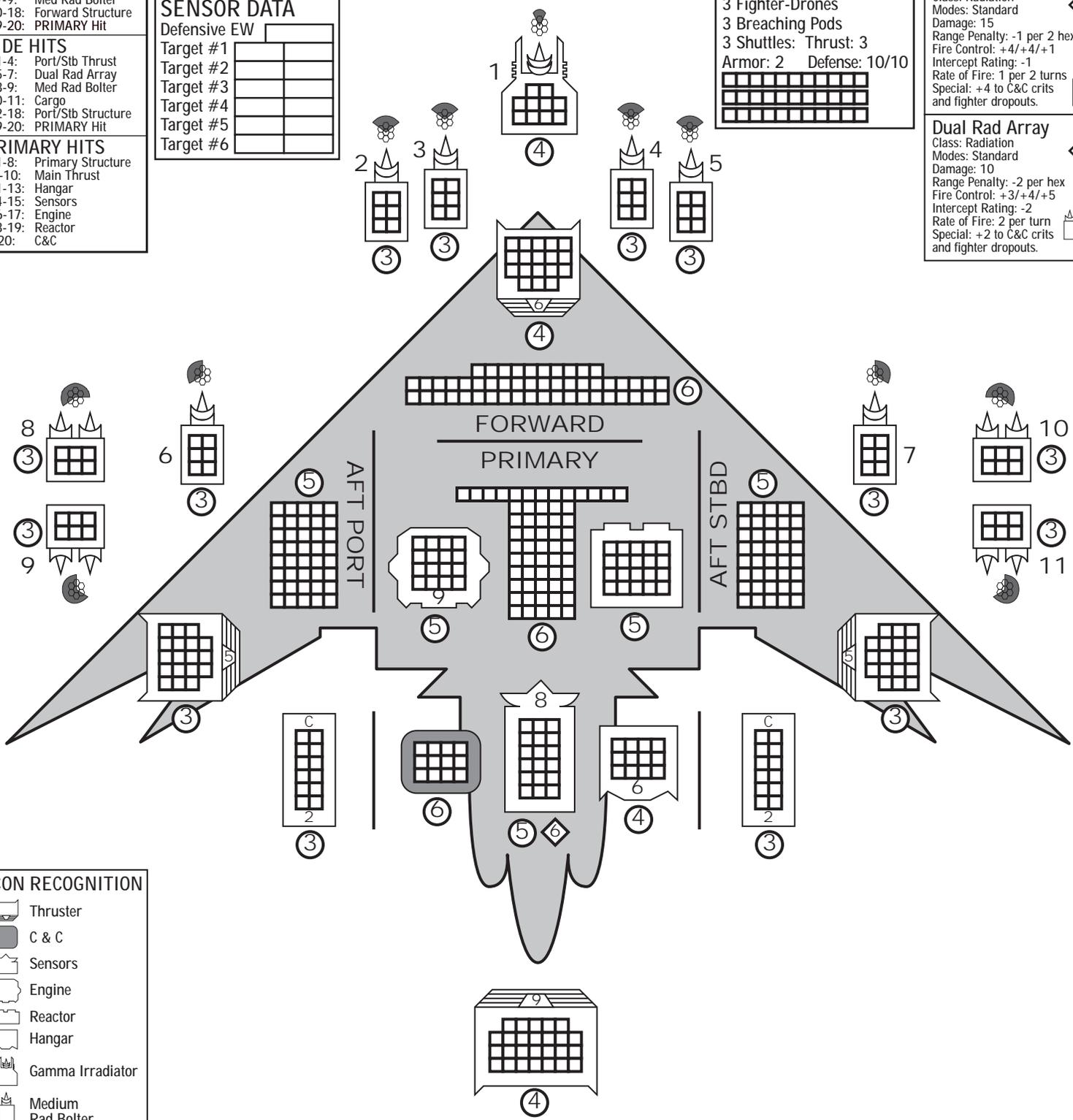
WEAPON DATA Gamma Irradiator Class: Radiation Modes: Special Damage: Destroys 1d4+1 marine crews in section hit Range Penalty: -1 per 2 hexes Fire Control: +3/+2/-- Intercept Rating: n/a Rate of Fire: 1 per 4 turns Special: Irradiates ship systems. See Rules.
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FORWARD HITS 1-4: Retro Thrust 5-6: Gamma Irradiator 7-9: Med Rad Bolter 10-18: Forward Structure 19-20: PRIMARY Hit
SIDE HITS 1-4: Port/Stb Thrust 5-7: Dual Rad Array 8-9: Med Rad Bolter 10-11: Cargo 12-18: Port/Stb Structure 19-20: PRIMARY Hit
PRIMARY HITS 1-8: Primary Structure 9-10: Main Thrust 11-13: Hangar 14-15: Sensors 16-17: Engine 18-19: Reactor 20: C&C

SPECIAL NOTES Gravitic Drive System	
SENSOR DATA Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR 3 Fighter-Drones 3 Breaching Pods 3 Shuttles: Thrust: 3 Armor: 2 Defense: 10/10

Medium Rad Bolter Class: Radiation Modes: Standard Damage: 15 Range Penalty: -1 per 2 hexes Fire Control: +4/+4/+1 Intercept Rating: -1 Rate of Fire: 1 per 2 turns Special: +4 to C&C crits and fighter dropouts.
Dual Rad Array Class: Radiation Modes: Standard Damage: 10 Range Penalty: -2 per hex Fire Control: +3/+4/+5 Intercept Rating: -2 Rate of Fire: 2 per turn Special: +2 to C&C crits and fighter dropouts.



	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Gamma Irradiator
	Medium Rad Bolter
	Twin Rad Array