

Stria Hylgar Cruiser Vessel



SPECS

Class: Capital Ship
In Service: 2240
Point Value:
Ramming Factor: 200
Jump Delay: 20 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: See Options
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	2	3	4	4	5	6	6	7	8	8

FORWARD HITS

1-7:Retro Thrust
8-9:Standard Particle Beam
10-11:Nose Mount Weapon
12-18:Forward Structure
19-20:PRIMARY HIT

SIDE HITS

1-6:Port/Stbd Thrust
7-11:Wing Mount Weapon
12-18:Port/Stbd Structure
19-20:PRIMARY HIT

AFT HITS

1-9:Main Thrust
10-11:Standard Particle Beam
12-18:Aft Structure
19-20:PRIMARY HIT

PRIMARY HITS

1-9:Primary Structure
10-11:Hangar
12-13:Jump Engine
14-15:Engines
16-17:Sensors
18-19:Reactor
20:C&C

SENSOR DATA

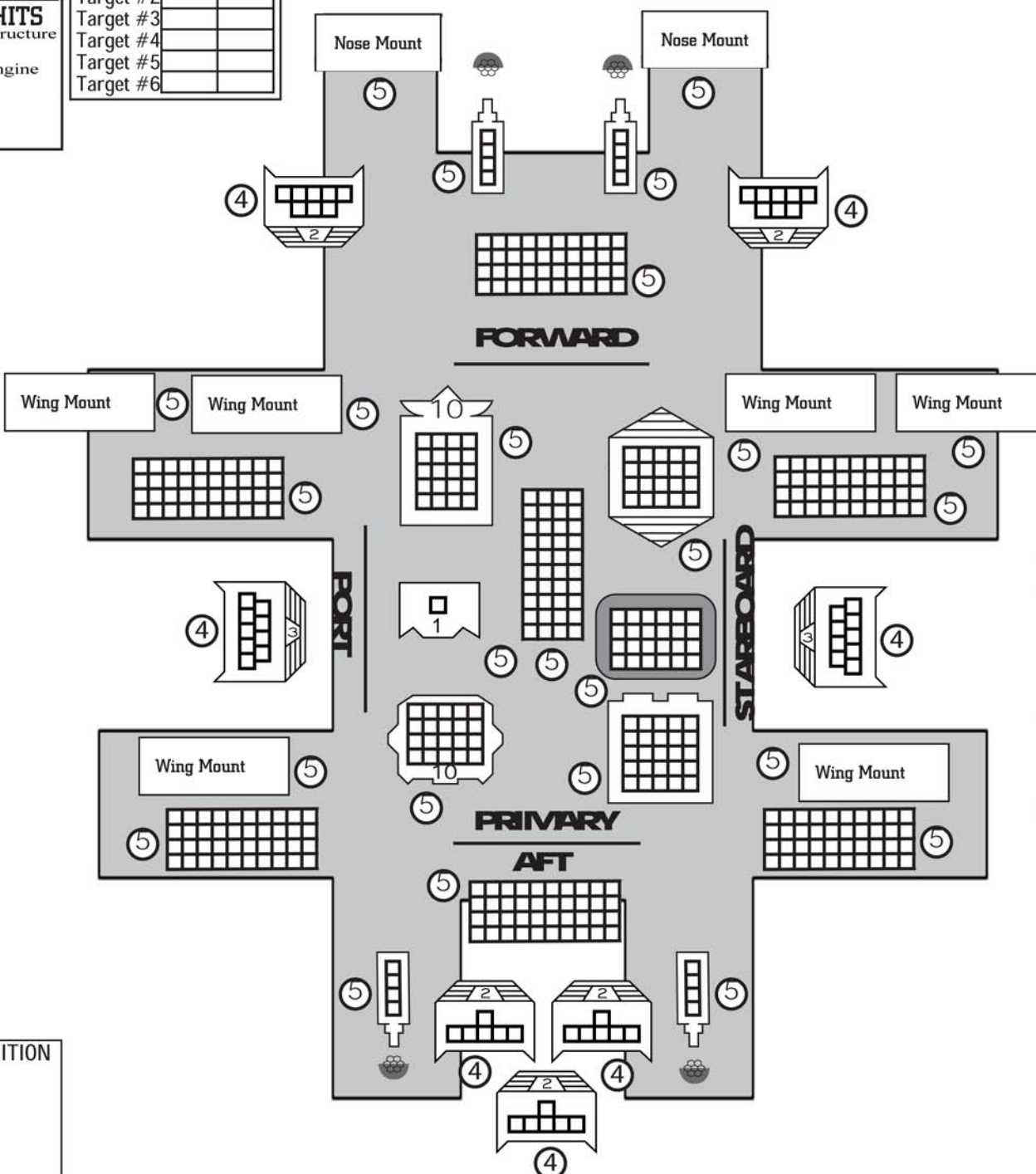
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR

0 Fighters
1 Shuttle: Thrust: 4
Armor: 0 Defense: 10/10

WEAPON DATA

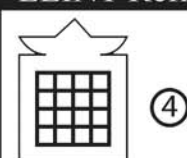
Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Std Particle Beam

ELINT Refit



Point Value:
Increase Sensor rating by 2,
increase power consumption by
1, and increase point value by
150.