

Sshel'ath Valransa System Monitor

SPECS

Class: Capital Ship
In Service: 1944
Point Value: 520
Ramming Factor: 280
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 6 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 17
Stb/Port Defense: 17
Engine Efficiency: 5/1
Extra Power: 0
Initiative Penalty: -2

WEAPON DATA

Railgun
Class: Matter
Modes: Standard
Damage: 3d10+3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Light Laser Cannon

Class: Laser
Modes: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light 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

Point Defense Laser

Class: Laser
Modes: Standard
Damage: 1d10
Range Penalty: -2 per hex
Fire Control: +0/+0/+0
Int Rating: -1 (-2 vs. ballistics)
Rate of Fire: 1 per turn

FORWARD HITS

1-4: Retro Thrust
5-7: Railgun
8-9: Light Laser
10-11: Lt Particle Beam
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-8: Railgun
9: Light Laser
10-12: Point Defense Laser
13-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Railgun
9-10: Lt Particle Beam
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Limited Availability (33%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

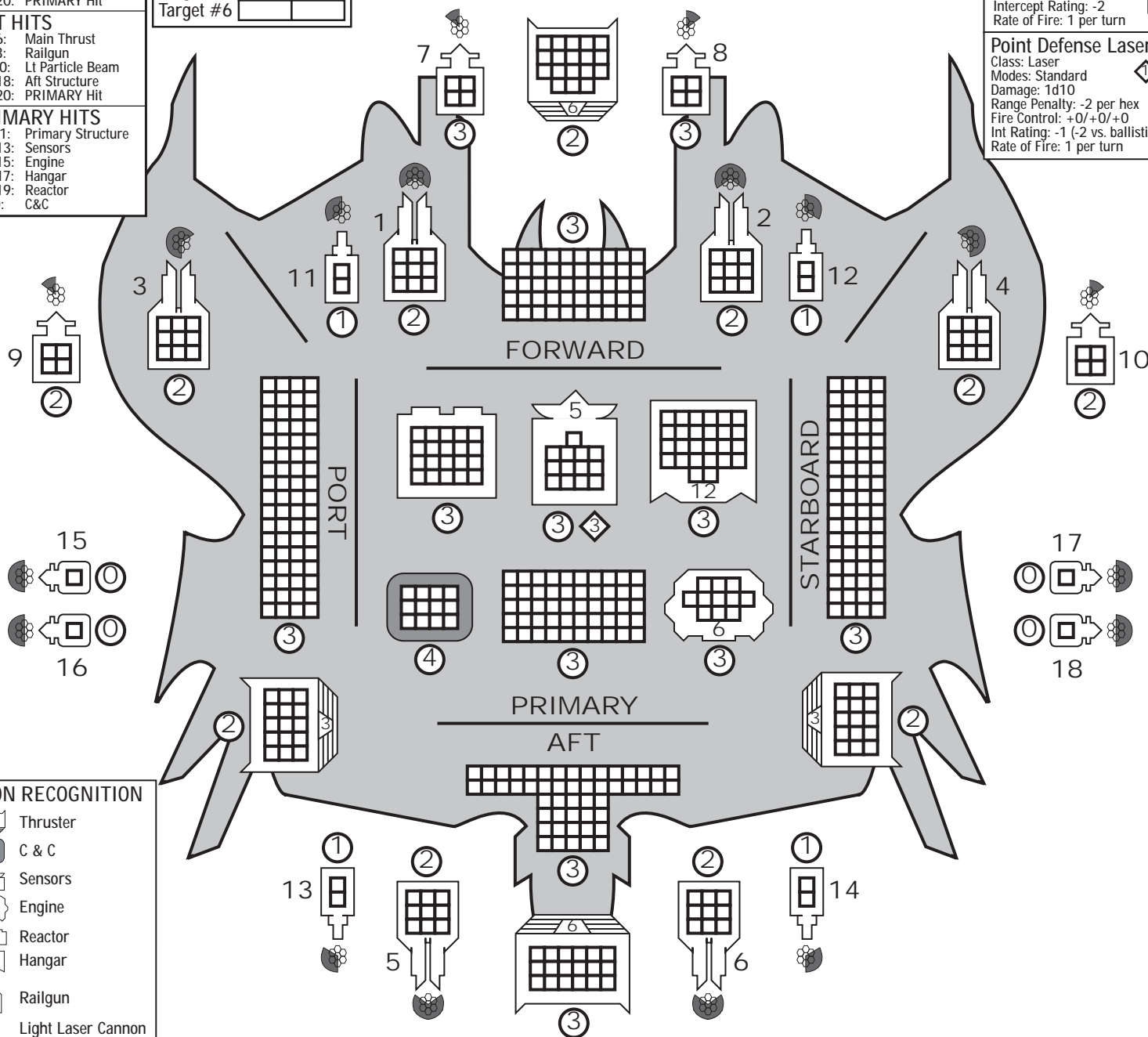
Target #6

HANGAR

24 Light Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 9/14



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Railgun
- Light Laser Cannon
- Light Particle Beam
- Point Defense Laser