

Sshel'ath Alveka Scout

SPECS

Class: Capital Ship
In Service: 1942
Point Value: 380
Ramming Factor: 170
Jump Delay: 40 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 15
Engine Efficiency: 5/1
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

Light Railgun

Class: Matter
Modes: Standard
Damage: 1d10+5
Range Penalty: -1 per hex
Fire Control: +0/+2/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

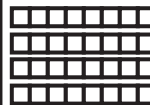
Lt Particle Beam

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

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

1-5: Retro Thrust
6-8: Missile Rack
9-11: Lt Particle Beam
12-18: Forward Structure
19-20: PRIMARY Hit

SPECIAL NOTES

Limited Availability (33%)
ELINT Ship
Atmospheric Capable

SIDE HITS

1-5: Port/Stb Thrust
6-7: Light Railgun
8-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: Jump Engine
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Sensors
12-14: Engine
15-16: Hangar
17-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

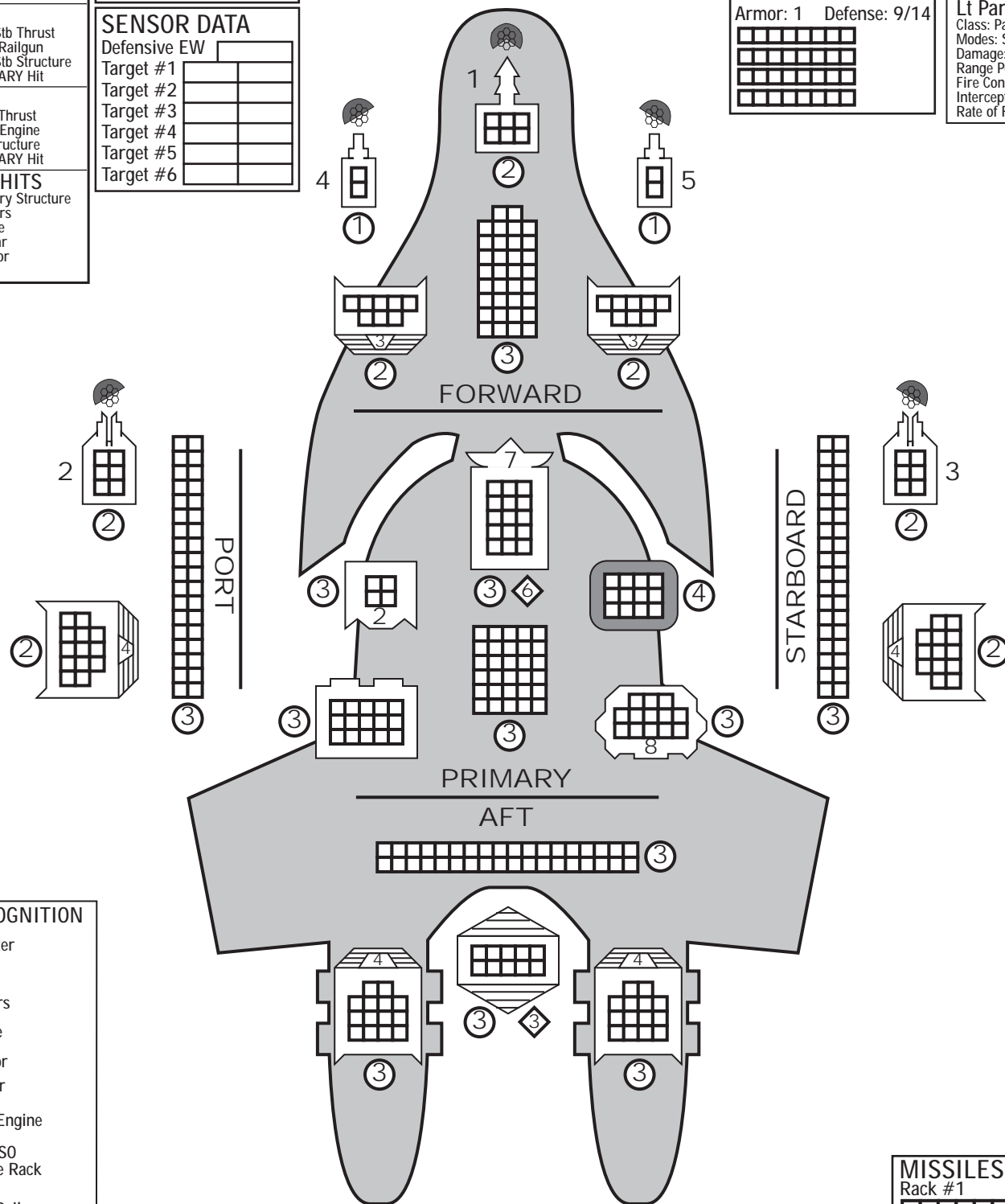
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Class-SO Missile Rack
- Light Railgun
- Lt Particle Beam

MISSILES

Rack #1

