

# Sshel'ath Nakesra Heavy Cruiser

## SPECS

Class: Capital Ship  
In Service: 1974  
Point Value: 490  
Ramming Factor: 180  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 16  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +2

## WEAPON DATA

**Heavy Laser Cutter**  
Class: Laser  
Modes: Raking (6)  
Damage: 5d10+2  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+1/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns

**Laser Cutter**  
Class: Laser  
Modes: Raking (6)  
Damage: 4d10+2  
Range Penalty: -1 per 2 hexes  
Fire Control: +2/+1/-2  
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

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	2	3	4	5	6	7	8	9	10	11	12

## HANGAR

6 Light Fighters  
1 Shuttle: Thrust: 4  
Armor: 1 Defense: 9/14

## FORWARD HITS

1-5: Retro Thrust  
6-7: Heavy Laser Cutter  
8-9: Light Laser Cannon  
10-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-7: Laser Cutter  
8: Light Laser Cannon  
9-10: Lt Particle Beam  
11-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

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

## SENSOR DATA

Defensive EW

Target #1

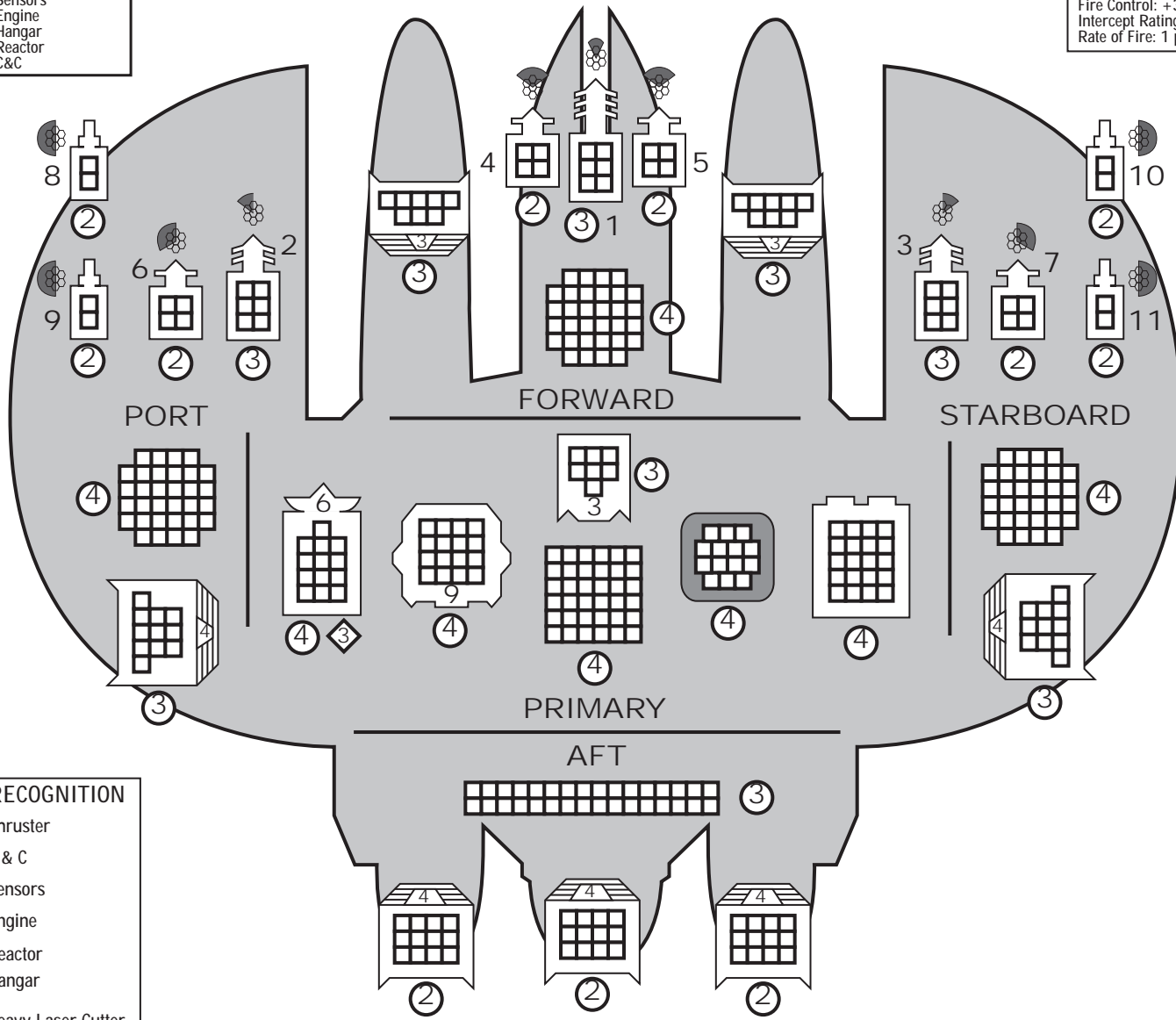
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Heavy Laser Cutter
- Laser Cutter
- Light Particle Beam