


Captain / Crew Bonuses										PB SHD										
										4										
1	2	3	4	5	6	7	8	9	10											
										MASS DRIVERS										
										39										
										32 - 26 - 19 - 13 - 6										
										PB SHD										
										4										
1	2	3	4	5	6	7	8	9	10	1										
										FORWARD SHLD	NAVIGATION SHIELD	BOW WEAPONS	FORWARD MASS DRIVERS	SENSORS						
1	2	3	4	5	6	7	8	9	10	1										
										SENSORS	FWD/CARGO				FWD/CARGO	SENSORS				
2	2	3	4	5	6	7	8	9	10	2										
										PORT CRGO	PORT HANGAR	BOW WEAPONS		BOW WEAPONS	STARBOARD HANGAR	STAR CRGO				
3	2	3	4	5	6	7	8	9	10	3										
										PORT BOW MASS DRIVERS	PORT BOW WEAPONS	OFF QTR		OFF QTR	STARBOARD BOW WEAPONS	STAR BOW MASS DRIVERS				
4	2	3	4	5	6	7	8	9	10	4										
										PORT BOW WEAPONS	OFF QTR	MAGAZINE	FORWARD HANGAR	MAGAZINE	OFF QTR	STARBOARD BOW WEAPONS				
5	2	3	4	5	6	7	8	9	10	5										
										MANEUVER THRUSTERS	PORT SHIELDS	ENLISTED QUARTERS	FLAG BRG		FLAG QTRS	ENLISTED QUARTERS	STARBOARD SHIELDS	MANEUVER THRUSTERS		
6	2	3	4	5	6	7	8	9	10	6										
										PORT, CARGO			BRIDGE				STAR, CARGO			
7	2	3	4	5	6	7	8	9	10	7										
										TROOP BAY	PORT QUARTER WEAPONS	DARK STAR	LIFE SUPPORT	STARBOARD QUARTER WEAPONS	TROOP BAY					
8	2	3	4	5	6	7	8	9	10	8										
										PORT QTR MASS DRIVERS	CREW FACILITIES		MEDICAL	CREW FACILITIES	STAR QTR MASS DRIVERS					
9	2	3	4	5	6	7	8	9	10	9										
										TROOP BAY	PORT QUARTER WEAPONS	AFT WEAPONS		AFT WEAPONS	STARBOARD QUARTER WEAPONS	TROOP BAY				
10	2	3	4	5	6	7	8	9	10	10										
										MANEUVER THRUSTERS	PORT QTR SHIELDS				STAR QTR SHIELDS	MANEUVER THRUSTERS				
1	2	3	4	5	6	7	8	9	10	1										
										SENSORS	TROOP BAY	REACTORS		REACTORS	TROOP BAY	SENSORS				
2	2	3	4	5	6	7	8	9	10	2										
										CREW FACILITIES					CREW FACILITIES					
3	2	3	4	5	6	7	8	9	10	3										
										SENSORS	CREW FACILITIES	ENGINES		ENGINES	CREW FACILITIES	SENSORS				
4	2	3	4	5	6	7	8	9	10	4										
										AFT CARGO					AFT CARGO					
5	2	3	4	5	6	7	8	9	10	5										
										SENSORS	AFT HANGAR	AFT SHIELDS		AFT HANGAR	AFT MASS DRIVERS					
6	2	3	4	5	6	7	8	9	10	6										
7	2	3	4	5	6	7	8	9	10	7										
8	2	3	4	5	6	7	8	9	10	8										
9	2	3	4	5	6	7	8	9	10	9										
10	2	3	4	5	6	7	8	9	10	10										
										PB SHD										
										5										
										PB SHD										
										5										

Ship Name:		Ship Class:	Shahada al-Qadir Class	Status:		Thrust:	2
Captain:		Ship Type:	Hybrid Battleship	Points:		CIC (+/-)	+1
Mass:	396,076 tons	Cargo:	800 tons	Crew / Passengers:	1,788 officers and men, 24 passengers	Darkstar Wave:	10th

Range Table	0-1	2-3	4-6	7-10	11-15	16-20	21+	Cost to Turn	Vel 0 = 0	Vel 3 = 1	Vel 6 = 2	Vel 9 = 3	Vel 12 = 4	Vel 15 = 5
	Base To-Hit	11	10	9	8	7	6		5	Vel 1 = 0	Vel 4 = 1	Vel 7 = 2	Vel 10 = 3	Vel 13 = 4
									Vel 2 = 0	Vel 5 = 1	Vel 8 = 2	Vel 11 = 3	Vel 14 = 4	Vel 17 = 5

MAIN ARMAMENT		
NO.	TYPE	MOUNT
3 (+1)	25 Teravolt EPC (7,7,6,5,4,4,3)	Bow
3 (+1)	25 Teravolt EPC (7,7,6,5,4,4,3)	Bow
3 (+1)	25 Teravolt EPC (7,7,6,5,4,4,3)	Bow
3 (+1)	25 Teravolt EPC (7,7,6,5,4,4,3)	Stern
3 (+1)	25 Teravolt EPC (7,7,6,5,4,4,3)	Stern
10 (+1)	Class IV Torpedo	Bow
10 (+1)	Class IV Torpedo	Stern

SECONDARY ARMAMENT		
NO.	TYPE	MOUNT
4	35mm Mass Driver Array	Bow
4	35mm Mass Driver Array	P Bow
4	35mm Mass Driver Array	S Bow
8	35mm Mass Driver Array	P Quarter
8	35mm Mass Driver Array	S Quarter
8	35mm Mass Driver Array	Stern
3	20mm Mass Driver Array	Bow
3	20mm Mass Driver Array	P Bow
3	20mm Mass Driver Array	S Bow
6	20mm Mass Driver Array	P Quarter
6	20mm Mass Driver Array	S Quarter
3	20mm Mass Driver Array	Stern

SMALL CRAFT / MARINES		
NO.	TYPE	HANGAR
2	Scouts	Forward
1	Cutter	Port
1	Cutter	Starboard
1	Yacht	Aft
6	Fighters	Port
6	Fighters	Starboard
6	Bombers	Aft
80	Marines	Troop Bay

ENGINEERING		
TURN	VEL	INIT
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

STATUS (DMG'D SYSTEMS)	
Extra Maneuver Cost:	
Sensor Dmg:	
Core Boxes Hit:	%
Init Penalties:	
Thrust Reduction:	
Critical Boxes Hit:	

Power Plant Type	Advanced
Base Scenario Cost	215
Aerospace Group Cost	38
Campaign Modifiers	
<b>FINAL SCENARIO COST</b>	<b>253</b>