



Ch'Lonas Na'Kashi Assault Destroyer

SPECS

Class: Hvy Combat Vsl
In Service: 2221
Point Value: 385
Ramming Factor: 130
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: +2
Initiative Bonus: +7

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	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Matter Cannon

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

Strike Laser

Class: Laser
Modes: Standard
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/-0
Intercept Rating: n/a
Rate of Fire: 1 per 3 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

SIDE HITS

1-4: Port/Stb Thrust
5-7: Strike Laser
8-10: Matter Cannon
11-12: Lt Particle Beam
13-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-5: Primary Structure
6-7: Matter Cannon
8-9: Retro Thruster
10-11: Main Thrust
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Special Hull Arrangement
(No Fwd/Aft Hits)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

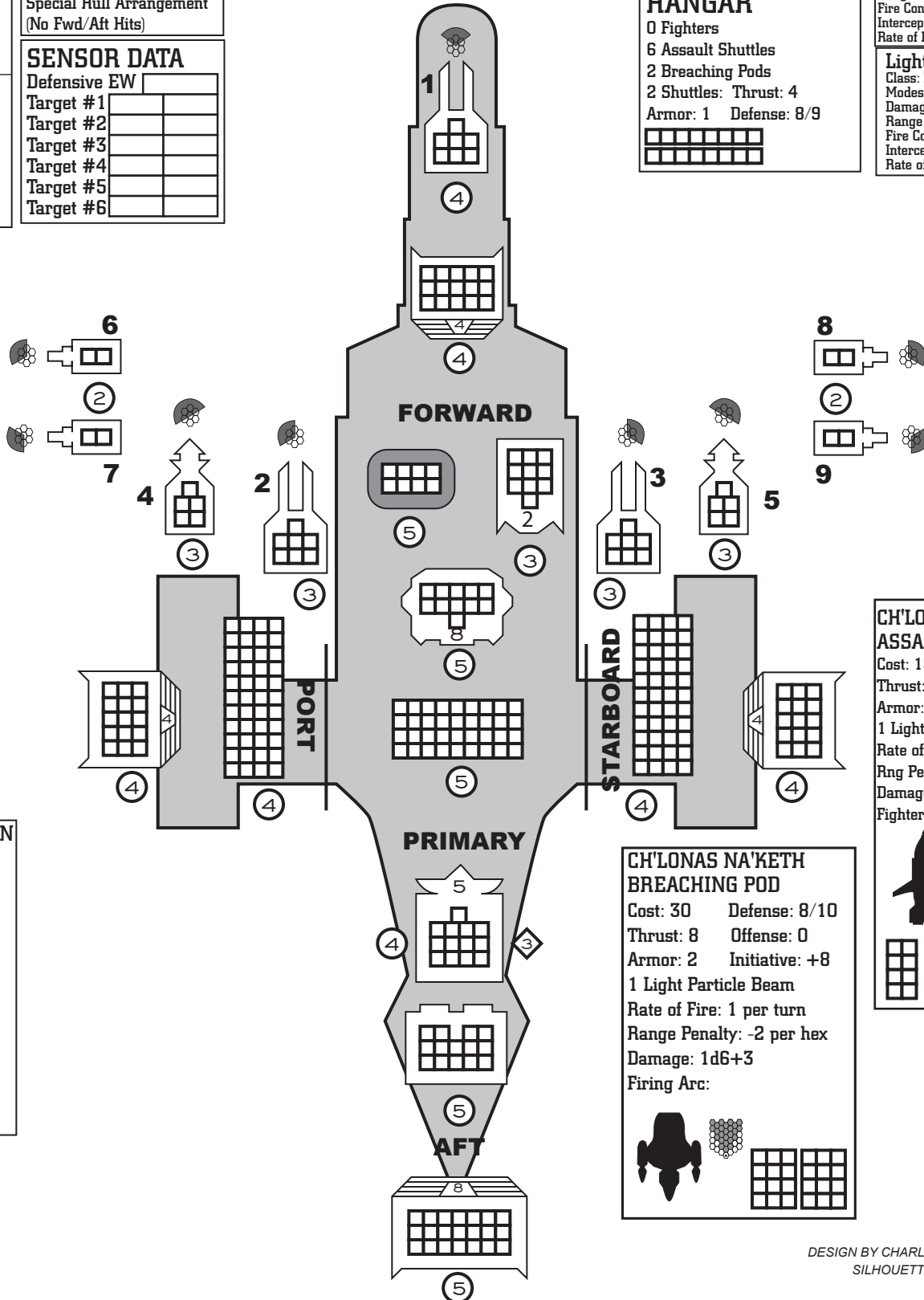
Target #4

Target #5

Target #6

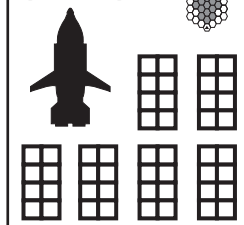
HANGAR

0 Fighters
6 Assault Shuttles
2 Breaching Pods
2 Shuttles: Thrust: 4
Armor: 1 Defense: 8/9



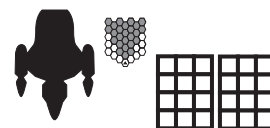
CH'LONAS MER'GONE ASSAULT SHUTTLE

Cost: 15 Defense: 8/11
Thrust: 8 Offense: 0
Armor: 2 Initiative: +9
1 Light Particle Beam
Rate of Fire: 1 per turn
Rng Penalty: -2 per hex
Damage: 1d6+3
Fighter Firing Arc:



CH'LONAS NA'KETH BREACHING POD

Cost: 30 Defense: 8/10
Thrust: 8 Offense: 0
Armor: 2 Initiative: +8
1 Light Particle Beam
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+3
Firing Arc:



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Matter Cannon
- Strike Laser
- Lt Particle Beam