



# Ch'Lonas Xer'Thari Strike Cruiser

SPECS		MANEUVERING						COMBAT STATS					
Class: Capital Ship		Turn Cost: 3/4 Speed						Fwd/Aft Defense: 15					
In Service: 2254		Turn Delay: 3/4 Speed						Stb/Port Defense: 17					
Point Value: 900		Accel/Decel Cost: 3 Thrust						Engine Efficiency: 3/1					
Ramming Factor: 250		Pivot Cost: 3+3 Thrust						Extra Power: 0					
Jump Delay: 40 Turns		Roll Cost: 3+3 Thrust						Initiative Bonus: +1					
Speed	1	2	3	4	5	6	7	8	9	10	11	12	
Turn Cost	1	2	3	3	4	5	6	6	7	8	9	9	
Turn Delay	1	2	3	3	4	5	6	6	7	8	9	9	

WEAPON DATA

**Heavy Matter Cannon**  
 Class: Matter  
 Modes: Standard  
 Damage: 3d10+5  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +4/+3/-3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns



## Heavy Gatling Mattergun

**Class:** Matter  
**Modes:** Pulse  
**Dmg:** 2d10 1d2 times  
**Maximum Pulses:** 3  
**Grouping Range:** +1 per 4  
**Range Penalty:** -1 per 2 hexes  
**Fire Control:** +4/+3/-2  
**Intercept Rating:** -1 (vs ballistics)  
**Rate of Fire:** 1 per 3 turns

## Pulsar Laser

Class: Laser  
 Modes: Pulse  
 Damage: 12 1d3 times  
 Maximum Pulses: 4  
 Pulse Grouping: +1 per 5  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +3/+3-1  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

## Light Gatling Mattergun

Class: Matter  
 Modes: Pulse  
 Dmg: 1d6 1d3 times  
 Maximum Pulses: 4  
 Grouping Range: +1 per 5   
 Range Penalty: -2 per hex   
 Fire Control: +2/+2/+4  
 Intercept Rating: -2 (vs ballistics)  
 Rate of Fire: 1 per turn

## SIDE HITS

1-2:	Retro Thrust
3-4:	Port/Stb Thrust
5:	Hvy Gtng Mattergun
6:	Hvy Matter Cannon
7-9:	Pulsar Laser
10-12:	Lt Gatling Mattergun
13-18:	Port/Stb Structure
19-20:	PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8-9: Lt Gatling Mattergun  
10-11: Jump Engine  
12-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8:	Primary Structure
9-11:	Sensors
12-13:	Hangar
14-16:	Engine
17-19:	Reactor
20:	C&C

## SPECIAL NOTES

**Limited Availability (33%)  
Special Hull Configuration  
(No Forward Struct or hits)**

## SENSOR DATA

## Defensive EW

### Target #1

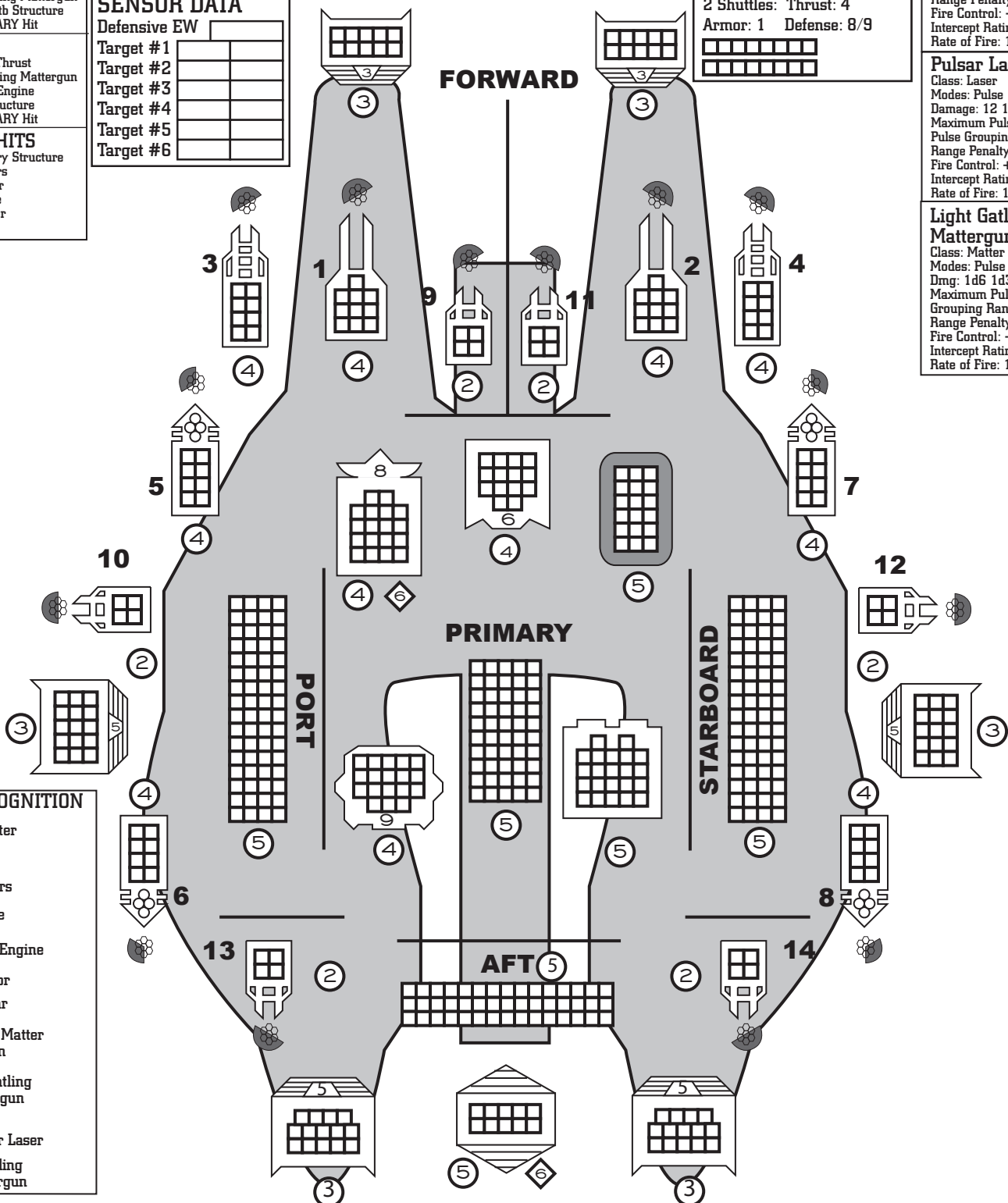
### Target #2

Target #3

Target #4  
Target #5

Target #5  
Target #6

Target #6



## ICON RECOGNITION

