



Ch'Lonas On'Thari Attack Carrier

SPECS

Class: Capital Ship
In Service: 2243
Point Value: 735
Ramming Factor: 230
Jump Delay: 40 Turns

MANEUVERING

Turn Cost: 3/4 Speed
Turn Delay: 3/4 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: 17
Engine Efficiency: 3/1
Extra Power: 0
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

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

Matter Stream

Class: Matter
Modes: Raking (6), Sustained
Damage: 2d10+8
Range Penalty: -2 per 3 hexes
Fire Control: +2/+2/-3
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

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

SIDE HITS

1-2: Retro Thrust
3-5: Port/Stb Thrust
6: Hanger
7: Hvy Matter Cannon
8: Matter Stream
9-10: Pulsar Laser
11-12: Twin Array
13-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-8: Hvy Matter Cannon
9-10: Twin Array
11-12: Jump Engine
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Sensors
12-13: Hanger
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

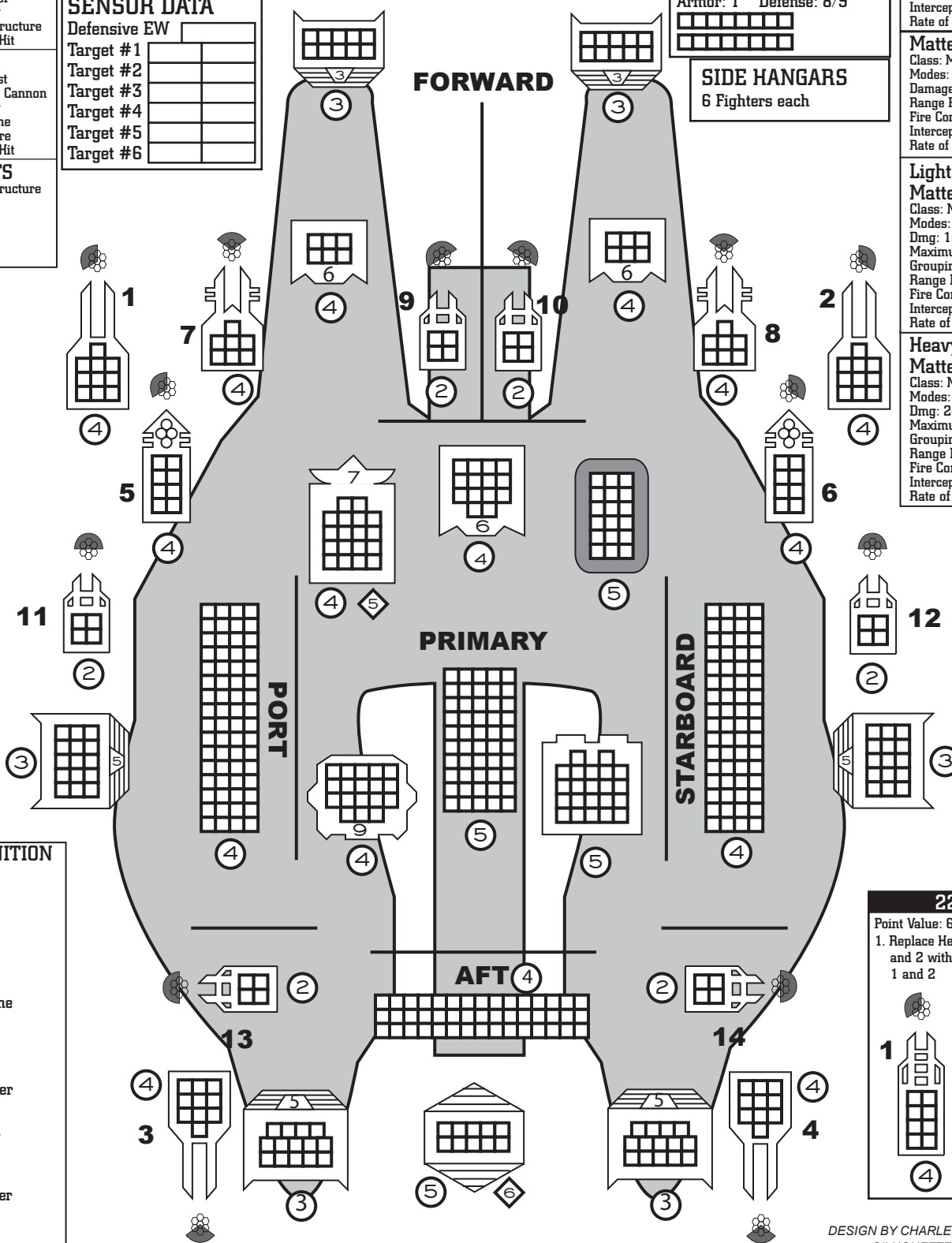
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hanger
- Heavy Matter Cannon
- Hvy Gatling Mattergun
- Pulsar Laser
- Lt Gatling Mattergun

2253 Refit

Point Value: 610

1. Replace Heavy Matter Cannon 1 and 2 with Heavy Matter Pulsar 1 and 2

