

# Ch'Lonas Tra'Vora Light Cruiser

## SPECS

Class: Capital Ship  
In Service: 2169  
Point Value: 415  
Ramming Factor: 150  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 16  
Engine Efficiency: 4/1  
Extra Power: +0  
Initiative Bonus: +3

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	2	3	4	4	5	6	6	7	8	8

## SENSOR REFIT

System	2169	2225	2240
Sensor Rating	5	6	6

## ARMOR REFIT

System	2169	2225	2240
C&C	4	4	5
Prim Structure	4	4	5
Engine	4	4	5

## WEAPON DATA

### Imperial Laser

Class: Laser  
Modes: Raking  
Damage: 3d10+8  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+2/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns

### Royal Laser

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

### Light Matter Cannon

Class: Matter  
Modes: Standard  
Damage: 1d10+4  
Range Penalty: -1 per hex  
Fire Control: +2/+3/-1  
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

### Assault Laser

Class: Laser  
Modes: Raking  
Damage: 3d10+4  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+3/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## FORWARD HITS

1-4: Retro Thrust  
5-7: Lt Matter Cannon  
8-10: Imperial Laser  
11-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-7: Royal Laser  
8-10: Lt Particle Beam  
11-18: Port/Stb Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-9: Primary Structure  
10-12: Main Thrust  
13-14: Sensors  
15-16: Hangar  
17-18: Engine  
19: Reactor  
20: C&C

## SPECIAL NOTES

Special Hull Arrangement  
(No Aft Struct or Hits)

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

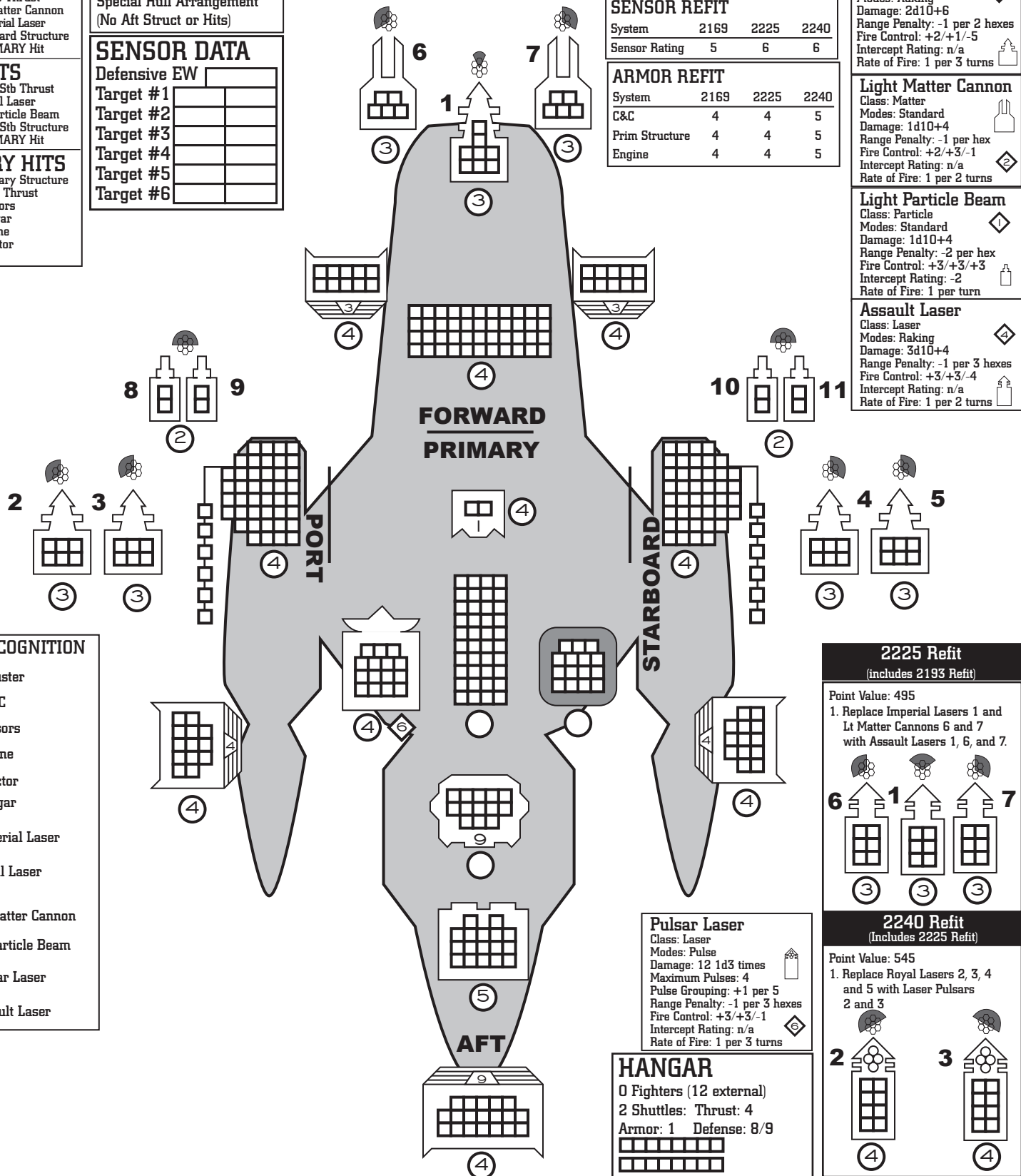
Target #4

Target #5

Target #6

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Imperial Laser
- Royal Laser
- Lt Matter Cannon
- Lt Particle Beam
- Pulsar Laser
- Assault Laser

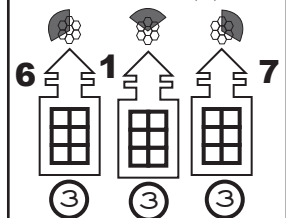


## 2225 Refit

(includes 2193 Refit)

Point Value: 495

- Replace Imperial Lasers 1 and Lt Matter Cannons 6 and 7 with Assault Lasers 1, 6, and 7.

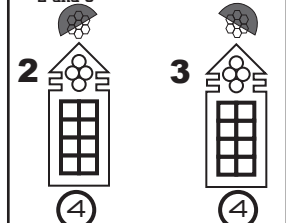


## 2240 Refit

(Includes 2225 Refit)

Point Value: 545

- Replace Royal Lasers 2, 3, 4 and 5 with Laser Pulsars 2 and 3.



## 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

## HANGAR

0 Fighters (12 external)

2 Shuttles: Thrust: 4

Armor: 1 Defense: 8/9

