



Ch'Lonas Bal'Thori Armored Cruiser

SPECS

Class: Capital Ship
In Service: 2164
Point Value: 440
Ramming Factor: 230
Jump Delay: 48 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x 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: 15
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +1

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Sovereign Laser
Class: Laser
Modes: Raking
Damage: 4d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +2/+1/-
Intercept Rating: n/a
Rate of Fire: 1 per 5 turns

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

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: Sovereign Laser
8-10: Lt Particle Beam
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Imperial Laser
8-10: Lt Particle Beam
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-10: Jump Engine
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Limited Availability (33%)

Before 2230

Restricted Deployment (10%)
After 2231

Unreliable Ship after 2231:
Sluggish
Engine Fluctuations

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

SENSOR REFIT

System	2164	2215	2240
Sensor Rating	5	6	6

ARMOR REFIT

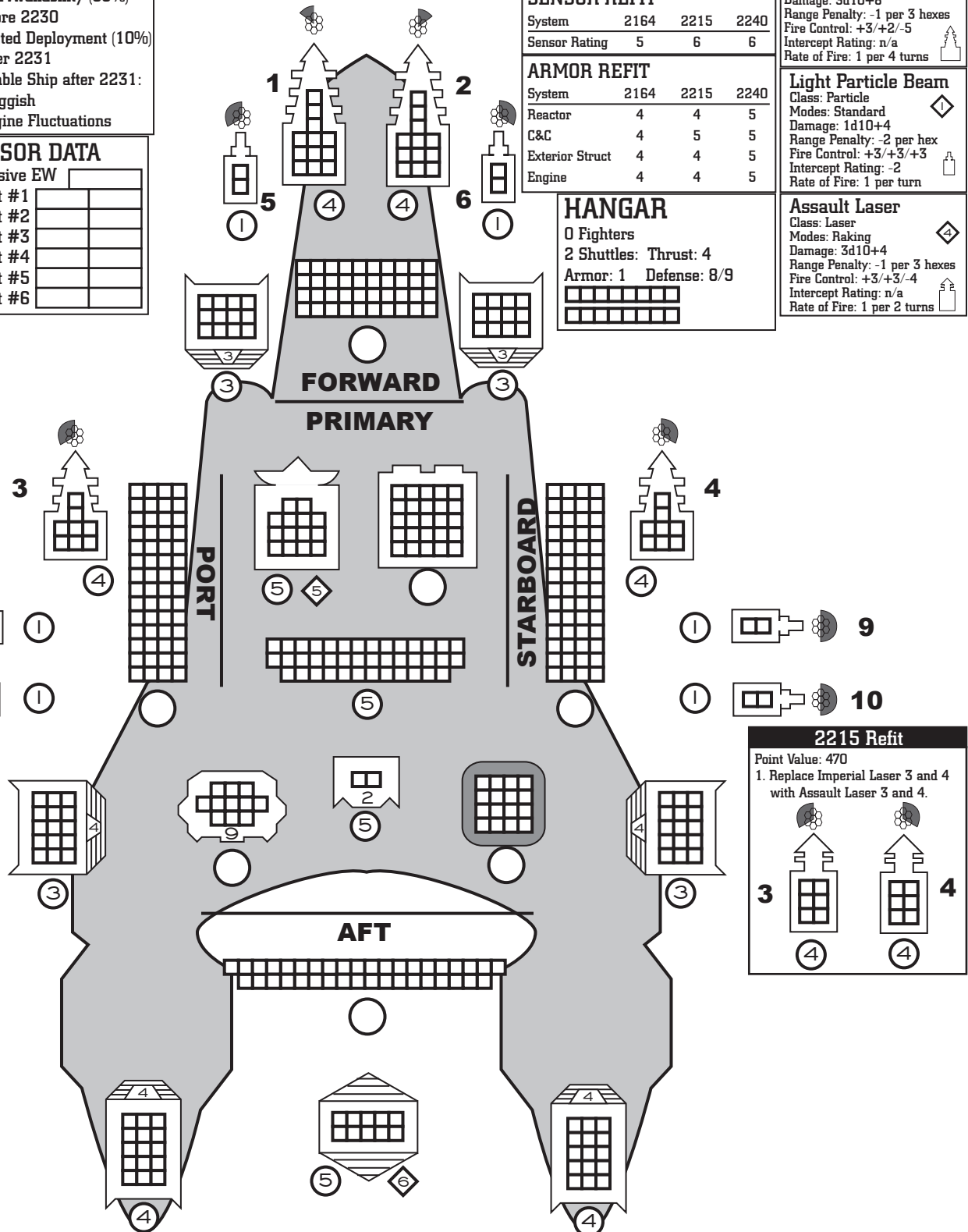
System	2164	2215	2240
Reactor	4	4	5
C&C	4	5	5
Exterior Struct	4	4	5
Engine	4	4	5

HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 8/9



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Sovereign Laser
- Imperial Laser
- Lt Particle Beam
- Assault Laser

2215 Refit

Point Value: 470

1. Replace Imperial Laser 3 and 4 with Assault Laser 3 and 4.

