

## Ch'Lonas Es'Kashi Destroyer

### SPECS

Class: Hvy Combat Vsl  
In Service: 2198  
Point Value: 400  
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: +0  
Initiative Bonus: +7

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	1	2	2	3	3	4	4	5	5	6	6

### 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

#### Tactical Laser

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

#### 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

#### 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

#### 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

#### 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

### SIDE HITS

1-4: Port/Stb Thrust  
5-7: Tactical 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: Imperial Laser  
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

### SENSOR REFIT

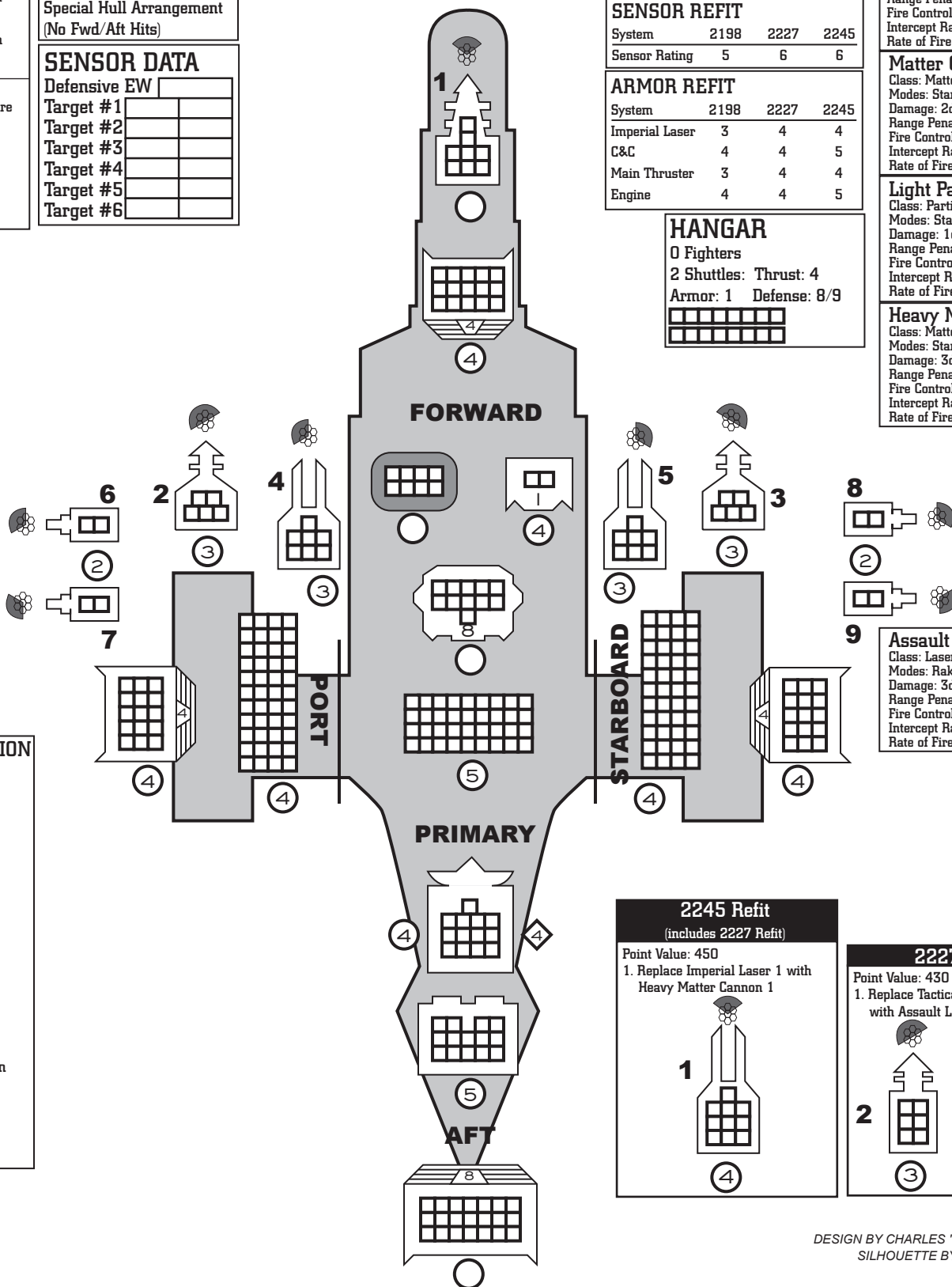
System	2198	2227	2245
Sensor Rating	5	6	6

### ARMOR REFIT

System	2198	2227	2245
Imperial Laser	3	4	4
C&C	4	4	5
Main Thruster	3	4	4
Engine	4	4	5

### HANGAR

0 Fighters  
2 Shuttles: Thrust: 4  
Armor: 1 Defense: 8/9



### ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Imperial Laser
- Tactical Laser
- Matter Cannon
- Lt Particle Beam
- Assault Laser
- Heavy Matter Cannon

### 2245 Refit

(includes 2227 Refit)

Point Value: 450  
1. Replace Imperial Laser 1 with Heavy Matter Cannon 1



### 2227 Refit

Point Value: 430  
1. Replace Tactical Laser 2 and 3 with Assault Laser 2 and 3.

