



Ch'Lonas On'Tain Heavy Carrier

SPECS

Class: Capital Ship
In Service: 2250
Point Value: 565
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

WEAPON DATA

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

Strike Laser

Class: Laser
Modes: Standard
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/+0
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
3-5: Port/Stb Thrust
6-7: Hanger
8: Matter Stream
9-10: Strike Laser
11-12: 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: Strike Laser
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

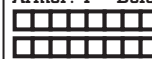
Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

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

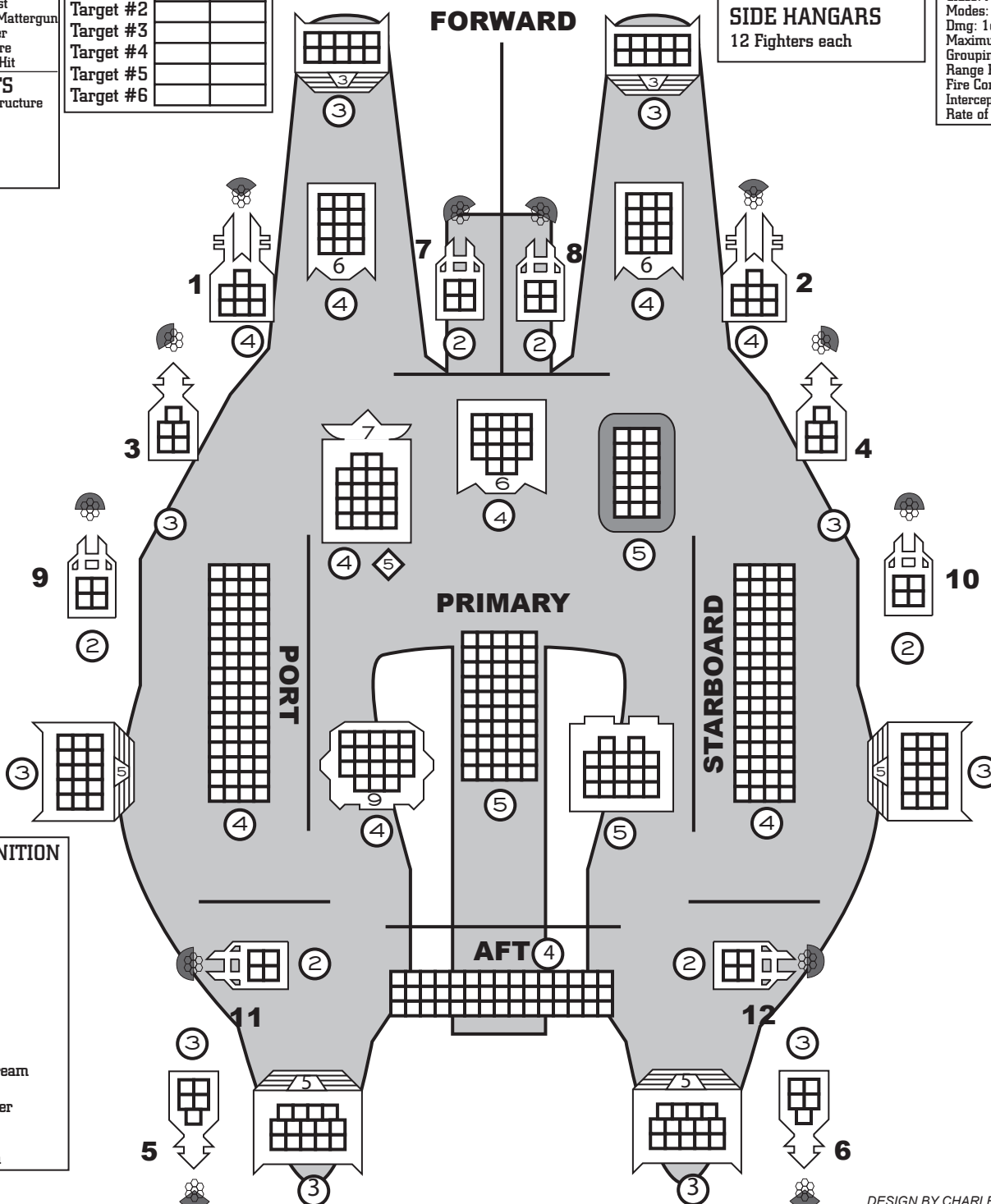
MAIN HANGAR

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



SIDE HANGARS

12 Fighters each



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Matter Stream
- Strike Laser
- Lt Gatling Mattergun