

Ch'Lonas Xer'Enthain Battlecruiser

SPECS

Class: Capital Ship
In Service: 2254
Point Value: 1050
Ramming Factor: 330
Jump Delay: 40 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: 16
Stb/Port Defense: 19
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	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

HANGAR

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

WEAPON DATA

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

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

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

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

Gatling Mattergun

Class: Matter
Modes: Pulse
Dmg: 1d10 1d2+1 times
Maximum Pulses: 4
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +3/+2/+1
Intercept Rating: -1 (vs ballistics)
Rate of Fire: 1 per 2 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

FORWARD HITS

1-4: Retro Thrust
5-7: Hvy Gatling Mattergun
9: Pulsar Laser
8-10: Assault Laser
11-18: Port/Stb Structure
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4-5: Matter Stream
6-7: Pulsar Laser
8-9: Gatling Mattergun
10: Strike Laser
11-12: Lt Gatling Mattergun
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9: Jump Engine
10-11: Main Thruster
12-13: Sensors
14-15: Hangar
16-17: Engine
18-19: Reactor
20: C&C

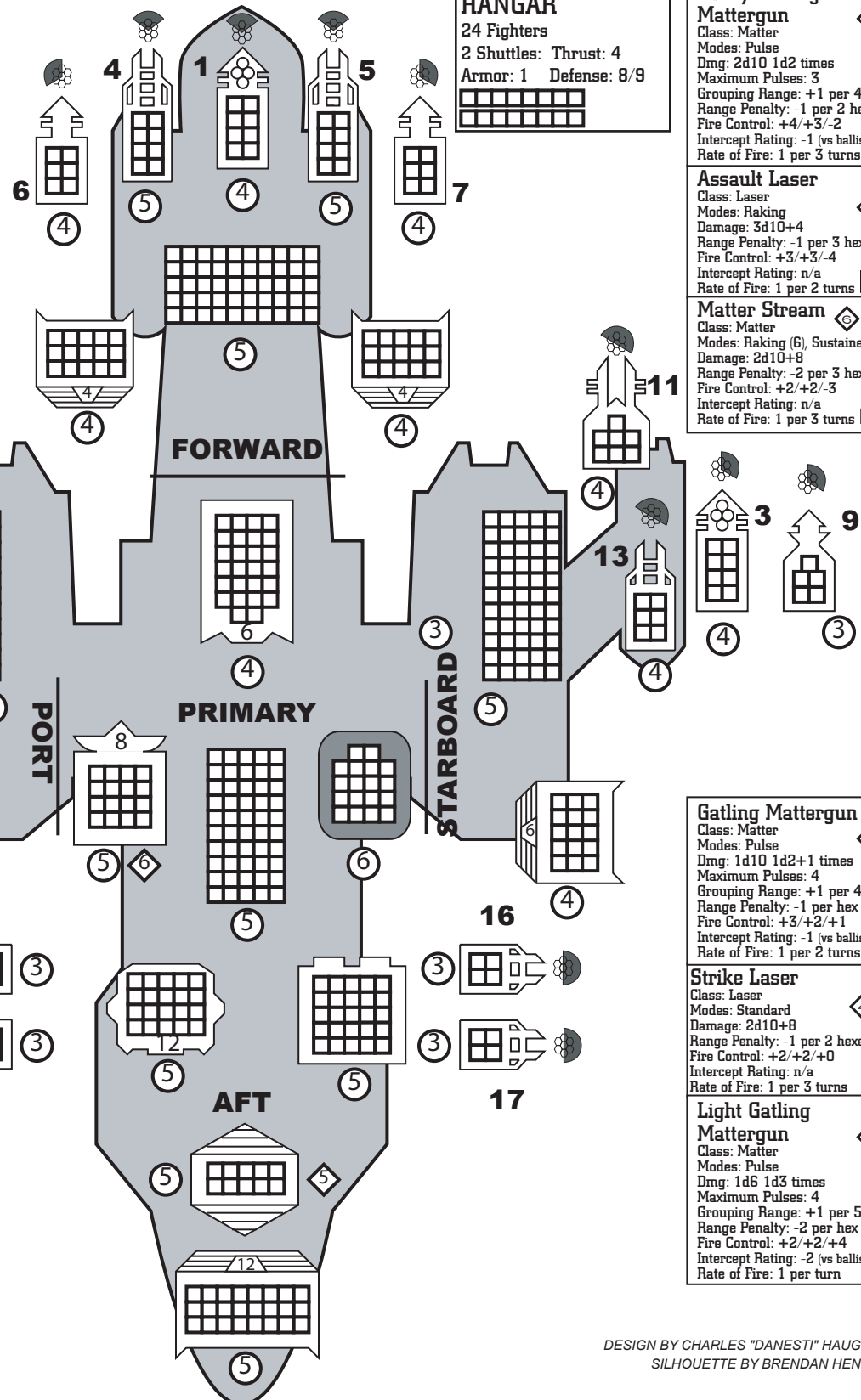
SPECIAL NOTES

Restricted Deployment (10%)
Special Hull Arrangement
(No Aft Hits or Structure)
Unique Ship (only 3 exist)

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
- Hangar
- Pulsar Laser
- Hvy Gatling Mattergun
- Assault Laser
- Strike Laser
- Lt Gatling Mattergun

- Matter Stream
- Gatling Mattergun