

Corillani Intona Strike Cruiser

SPECS

Class: Capital Ship
In Service: 2239
Point Value: 600
Ramming Factor: 200
Jump Delay: 36 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

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

Plasma Projector

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

Class-S Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Twin Array

Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

MISSILES

Rack #5

Rack #6

FORWARD HITS

1-6: Retro Thrust
7-8: Plasma Projector
9-10: Missile Rack
11: Twin Array
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-9: Port/Stb Thrust
10-11: Particle Projector
12: Twin Array
13-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-9: Main Thrust
10: Twin Array
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

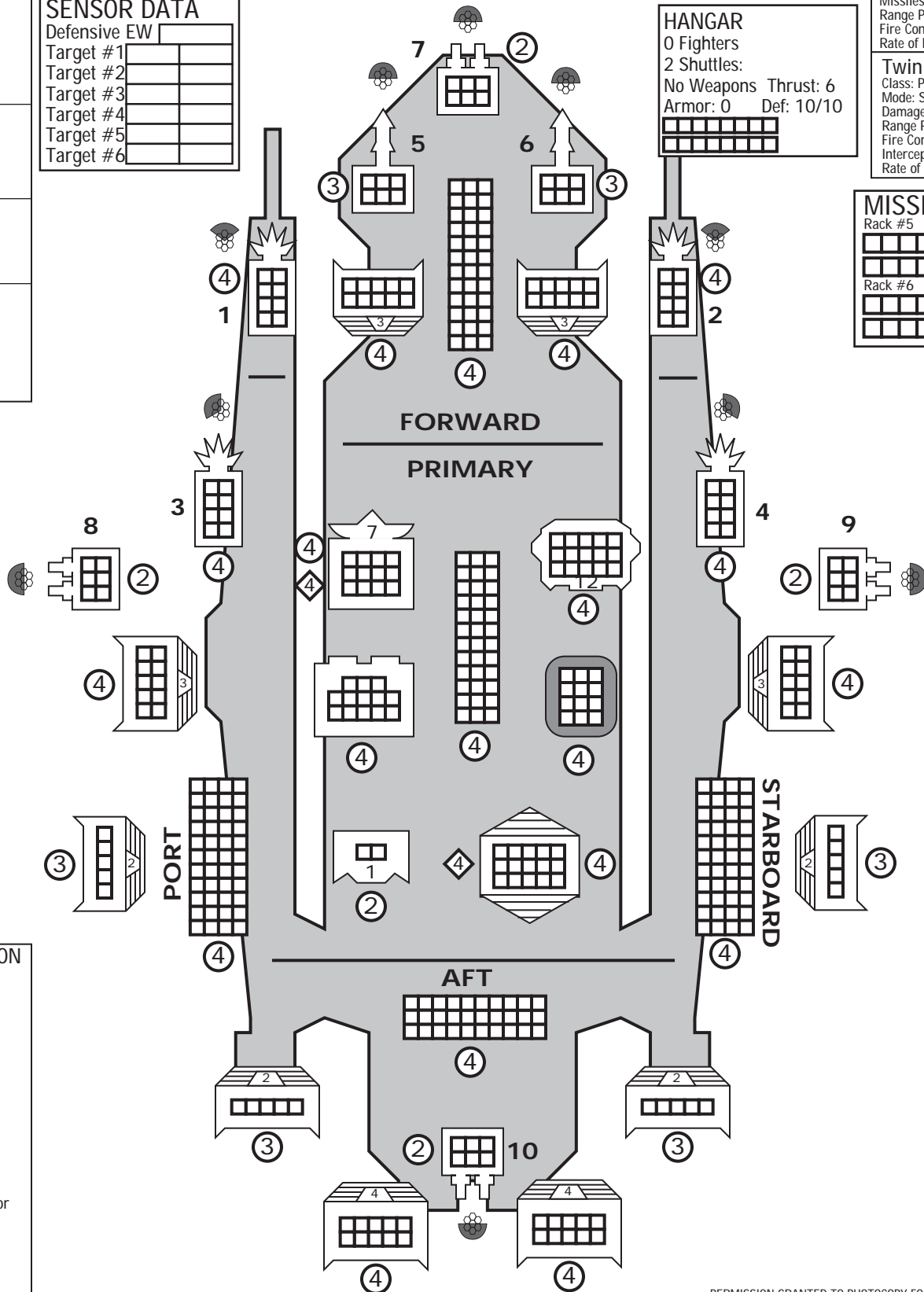
HANGAR

0 Fighters

2 Shuttles:

No Weapons Thrust: 6

Armor: 0 Def: 10/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Plasma Projector
- Class-S Missile Rack
- Twin Array