

Corillani Botral Light Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 2241
Point Value: 425
Ramming Factor: 150
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +6

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

Heavy Plasma Cannon

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

FORWARD HITS

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

AFT HITS

- 1-8: Main Thrust
- 9-10: Twin Array
- 11-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-7: Primary Struct
- 8-11: Port/Stb Thruster
- 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

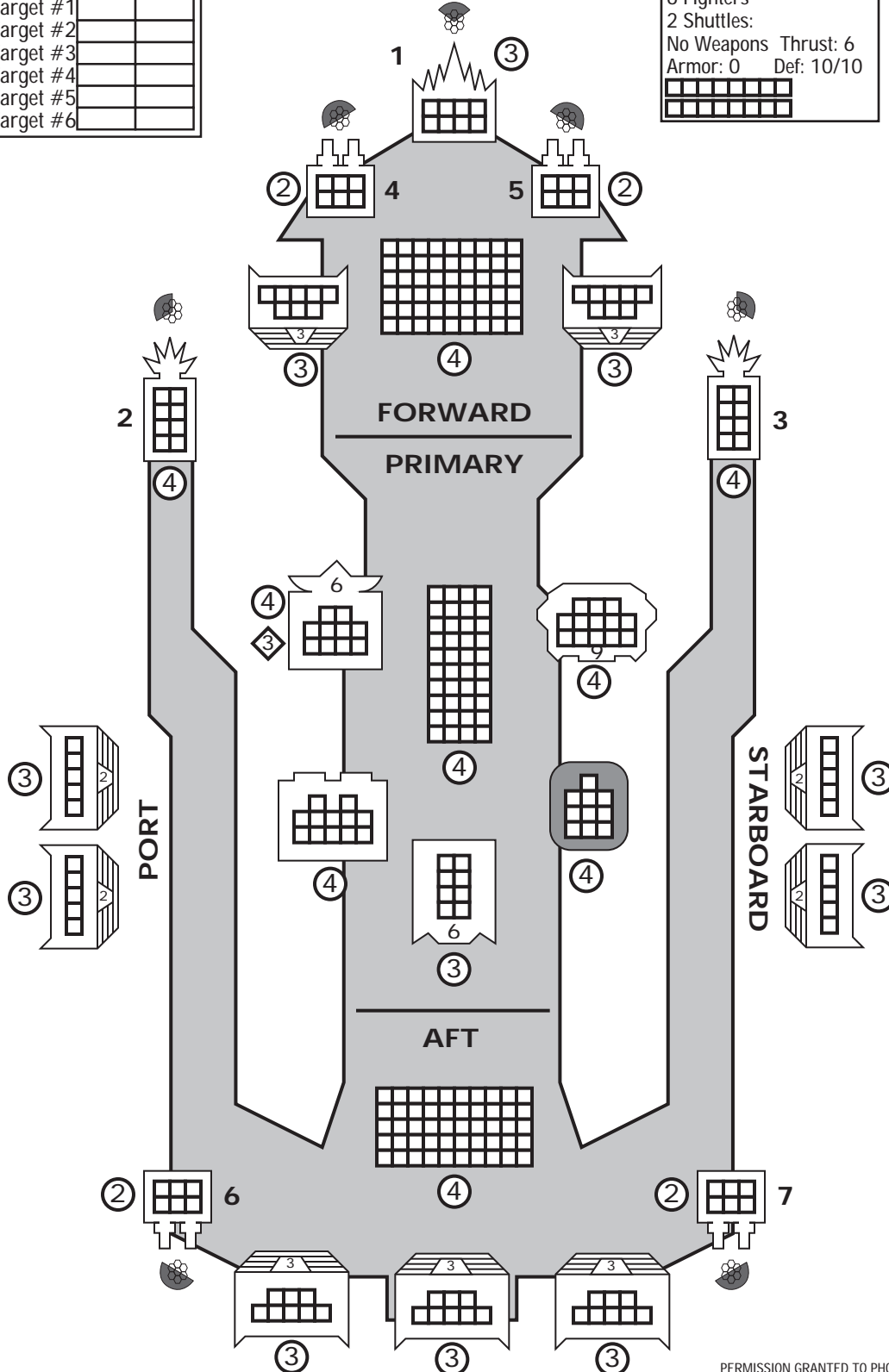
6 Fighters

2 Shuttles:

No Weapons Thrust: 6

Armor: 0

Def: 10/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hvy Plasma Cannon
- Plasma Projector
- Twin Array