

Llort Erlorra Raiding Cruiser

SPECS

Class: Capital Ship
In Service: 2251
Point Value: 700
Ramming Factor: 270
Jump Delay: 20 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 17
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: +3
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

HANGAR

12 Fighters
2 Shuttles: Thrust: 3
Armor: 2 Defense: 10/10

WEAPON DATA

Quad Pulsar

Class: Particle
Modes: Pulse
Damage: 14 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 Plasma Cannon

Class: Plasma
Modes: Standard
Damage: 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

Scattergun

Class: Particle
Modes: Standard
Damage: 2d6+1
Range Penalty: -2 per hex
Fire Control: +0/+2/+5
Intercept Rating: -2
Rate of Fire: 1d6 per turn

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

Scatter-Pulsar

Class: Particle
Modes: Pulse
Damage: 6 1d5 times
Maximum Pulses: 6
Pulse Grouping: +1 per 5
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Lt 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

FORWARD HITS

1-5: Retro Thrust
6-7: Quad Pulsar
8: Scatter-Pulsar
9-10: Quad Pulsar
11-18: Forward Struct
19-20: PRIMARY Hit

PORT HITS

1-5: Port Thrust
6-7: Quad Pulsar
8-9: Scattergun
10-18: Port Struct
19-20: PRIMARY Hit

STARBOARD HITS

1-6: Starboard Thrust
7-8: Twin Array
9-11: Cargo (if attached)
12-18: Port Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Hvy Plasma Cannon
9-10: Scatter-Pulsar
11: Lt Particle Beam
12-18: 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

SPECIAL NOTES

Can carry up to 100
boxes of cargo pods
attached to starboard

SENSOR DATA

Defensive EW

Target #1

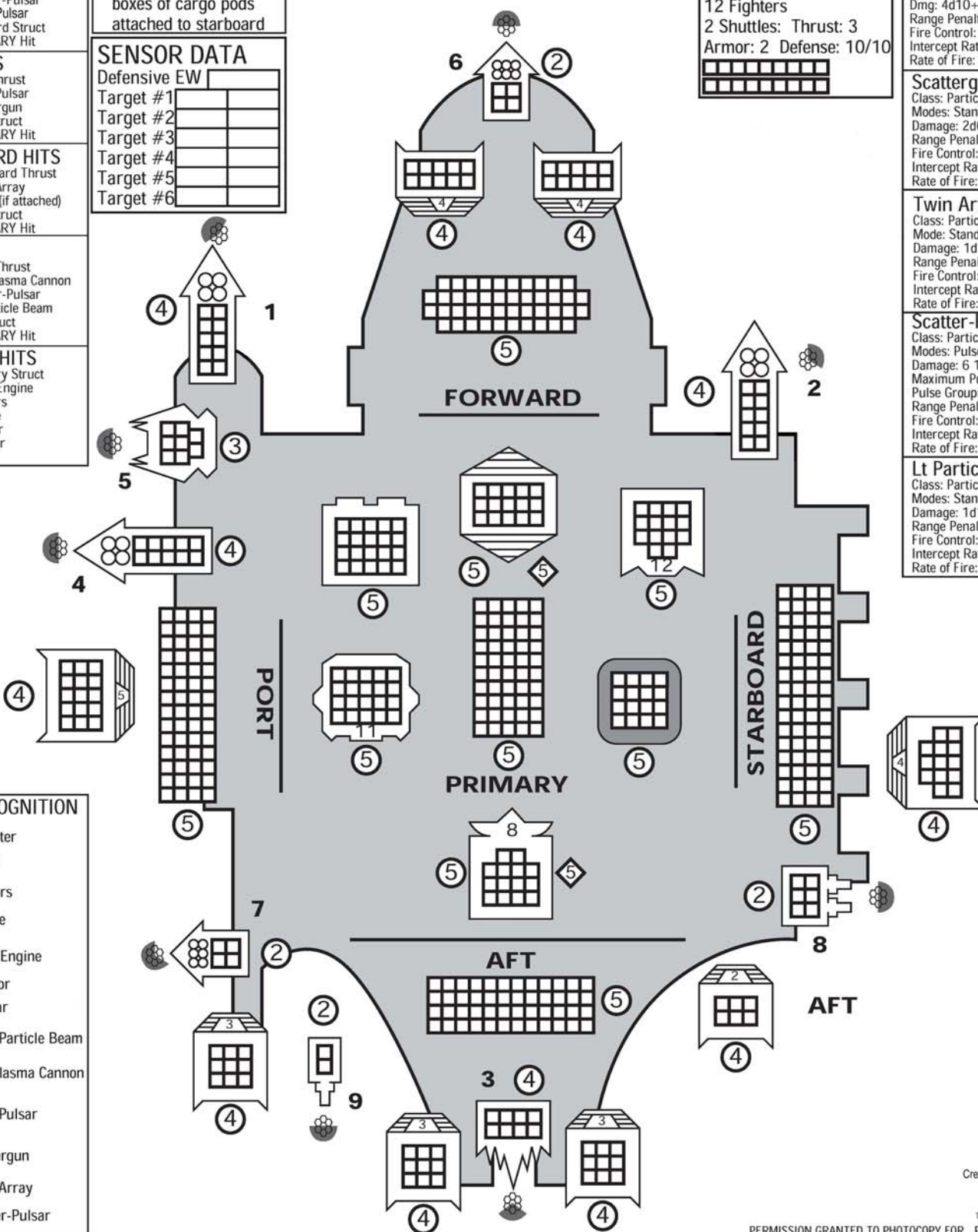
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Light Particle Beam
- Hvy Plasma Cannon
- Quad Pulsar
- Scattergun
- Twin Array
- Scatter-Pulsar