

# Lumati Stefanos Heavy Cruiser

## SPECS

Class: Capital Ship  
 In Service: 1722  
 Point Value: 1350  
 Ramming Factor: 350  
 Jump Delay: 16 Turns

## MANEUVERING

Turn Cost: 3/2 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: 16 (11)  
 Stb/Port Defense: 17 (12)  
 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  | 2 | 3 | 5 | 6 | 8 | 9 | 11 | 12 | 14 | 15 | 17 | 18 |
| Turn Delay | 1 | 2 | 3 | 4 | 5 | 6 | 7  | 8  | 9  | 10 | 11 | 12 |

## HANGAR

12 Fighters  
 2 Shuttles: Thrust: 4  
 Armor: 0 Defense: 8/9

## WEAPON DATA

### Photonic Cannon

Class: Laser  
 Mode: Raking  
 Damage: 5d10+20  
 Range Penalty: -1 per 4 hexes  
 Fire Control: +3/+2/-  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns

### Photonic Pulsar

Class: Laser  
 Mode: Pulse  
 Damage: 13 1d5 Times  
 Maximum Pulses: 6  
 Grouping Range: +1 per 3  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+3/+4  
 Intercept Rating: -2  
 Rate of Fire: 1 per 2 turns

### Photonic Cutter

Class: Laser  
 Mode: Sustained  
 Damage: 2d10+15  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+3/+3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns  
*Attacks versus fighters are resolved in standard mode.*

### Photonic Screen

Subtract shield factor from incoming chance to hit.  
 Defense rating shown in parenthesis ( ) indicates value with shield active.

## FORWARD HITS

1-5: Retro Thrust  
 6-7: Photonic Cutter  
 8-9: Photonic Pulsar  
 10-11: Photonic Cannon  
 12-18: Forward Structure  
 19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
 5-7: Photonic Cannon  
 8-9: Photonic Screen  
 10-18: Port/Stb Structure  
 19-20: PRIMARY Hit

## AFT HITS

1-4: Main Thrust  
 5-6: Photonic Cannon  
 7-8: Photonic Screen  
 9-10: Jump Engine  
 11-18: Aft Structure  
 19-20: PRIMARY Hit

## PRIMARY HITS

1-10: Primary Structure  
 11-12: Screen Generator  
 13-14: Sensors  
 15-16: Engine  
 17: Hangar  
 18-19: Reactor  
 20: C&C

## SENSOR DATA

Defensive EW

Target #1

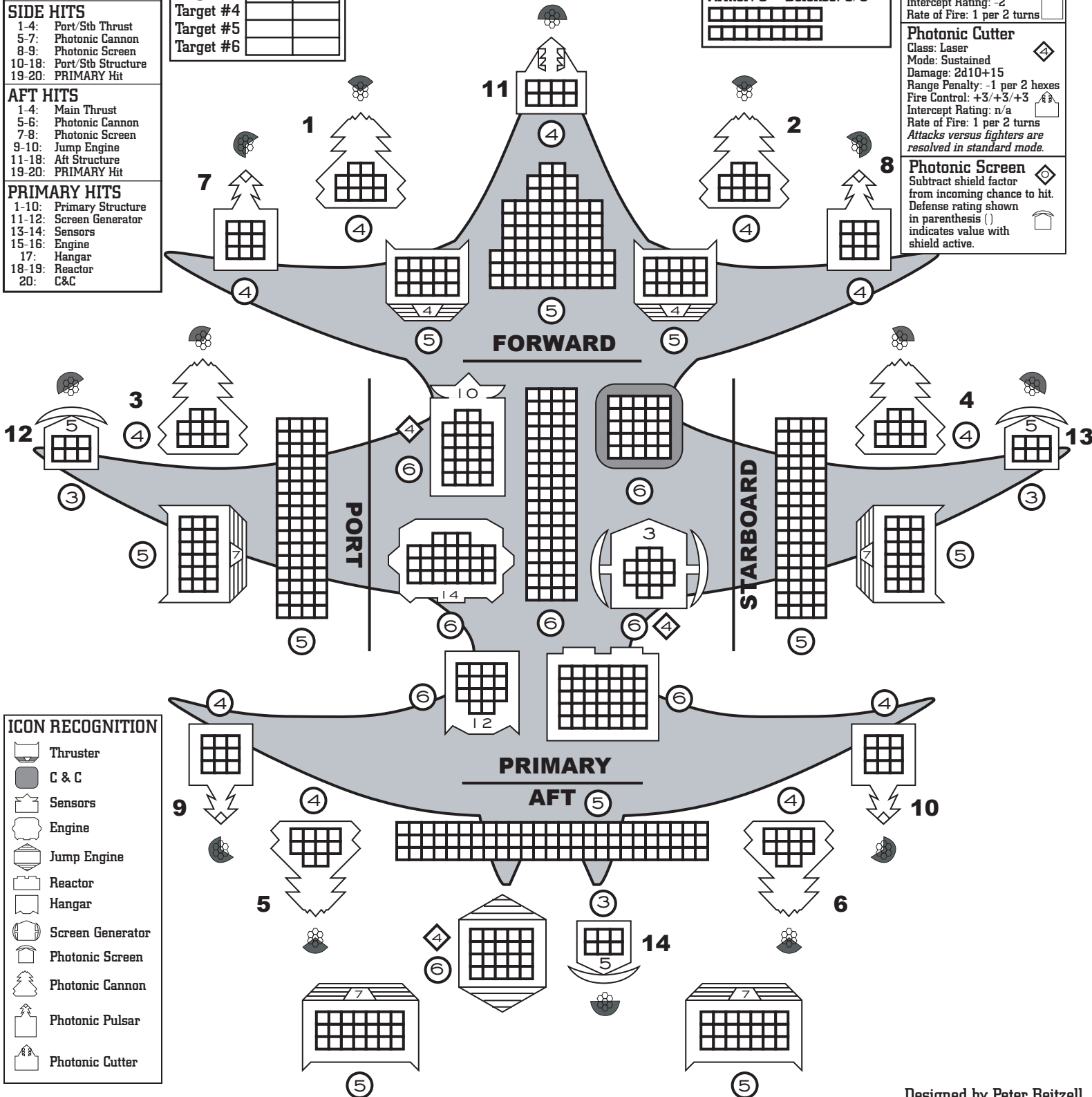
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Screen Generator
- Photonic Screen
- Photonic Cannon
- Photonic Pulsar
- Photonic Cutter