



# Lumati Vonzanealon Light Cruiser

<b>SPECS</b> Class: Capital Ship In Service: 2242 Point Value: 575 Ramming Factor: 220 Jump Delay: 20 Turns	<b>MANEUVERING</b> Turn Cost: 1/2 Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 2+2 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 15 Stb/Port Defense: 15 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 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

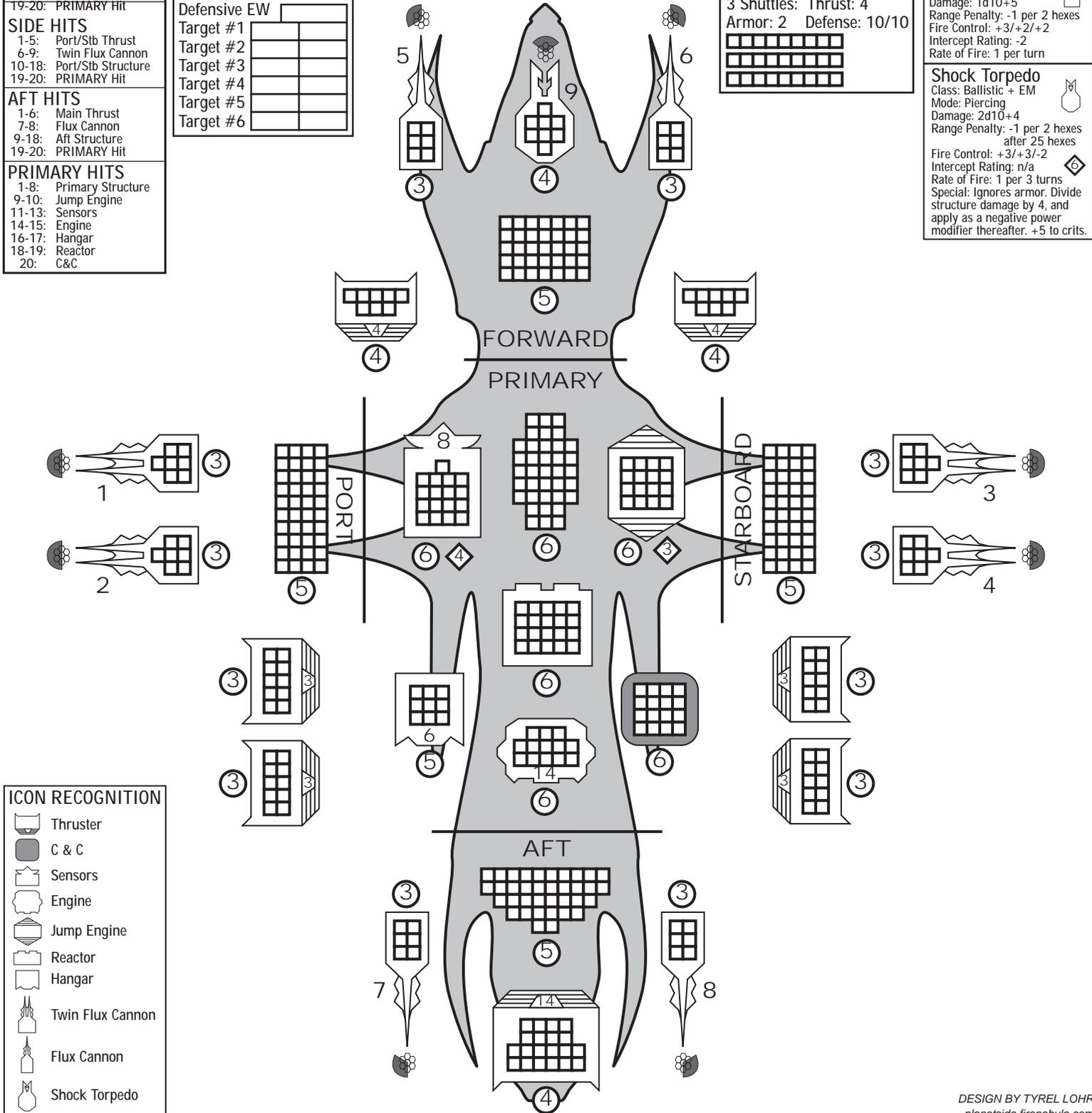
<b>WEAPON DATA</b> <b>Twin Flux Cannon</b> Class: Molecular Mode: Standard Damage: 1d10+5 Range Penalty: -1 per 2 hexes Fire Control: +3/+2/+2 Intercept Rating: -2 Rate of Fire: 2 per turn Special: Can combine both shots into a single volley, scoring 2d10+5 damage.
--

<b>FORWARD HITS</b> 1-4: Retro Thrust 5-7: Flux Cannon 8-9: Shock Torpedo 10-18: Forward Structure 19-20: PRIMARY Hit
<b>SIDE HITS</b> 1-5: Port/Stb Thrust 6-9: Twin Flux Cannon 10-18: Port/Stb Structure 19-20: PRIMARY Hit
<b>AFT HITS</b> 1-6: Main Thrust 7-8: Flux Cannon 9-18: Aft Structure 19-20: PRIMARY Hit
<b>PRIMARY HITS</b> 1-8: Primary Structure 9-10: Jump Engine 11-13: Sensors 14-15: Engine 16-17: Hangar 18-19: Reactor 20: C&C

<b>SPECIAL NOTES</b> Gravitic Drive System	
<b>SENSOR DATA</b> Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

<b>HANGAR</b> 6 Fighters 3 Shuttles: Thrust: 4 Armor: 2 Defense: 10/10
---

<b>Flux Cannon</b> Class: Molecular Mode: Standard Damage: 1d10+5 Range Penalty: -1 per 2 hexes Fire Control: +3/+2/+2 Intercept Rating: -2 Rate of Fire: 1 per turn
<b>Shock Torpedo</b> Class: Ballistic + EM Mode: Piercing Damage: 2d10+4 Range Penalty: -1 per 2 hexes after 25 hexes Fire Control: +3/+3/-2 Intercept Rating: n/a Rate of Fire: 1 per 3 turns Special: Ignores armor. Divide structure damage by 4, and apply as a negative power modifier thereafter. +5 to crits.



	Thrustor
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Twin Flux Cannon
	Flux Cannon
	Shock Torpedo