

Lumati Vonzanealon Light Cruiser

SPECS

Class: Capital Ship
In Service: 2242
Point Value: 575
Ramming Factor: 220
Jump Delay: 20 Turns

MANEUVERING

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

COMBAT STATS

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

WEAPON DATA

Twin Flux Cannon

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.

Flux Cannon

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

Shock Torpedo

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.

FORWARD HITS

1-4: Retro Thrust
5-7: Flux Cannon
8-9: Shock Torpedo
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-9: Twin Flux Cannon
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Flux Cannon
9-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Jump Engine
11-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

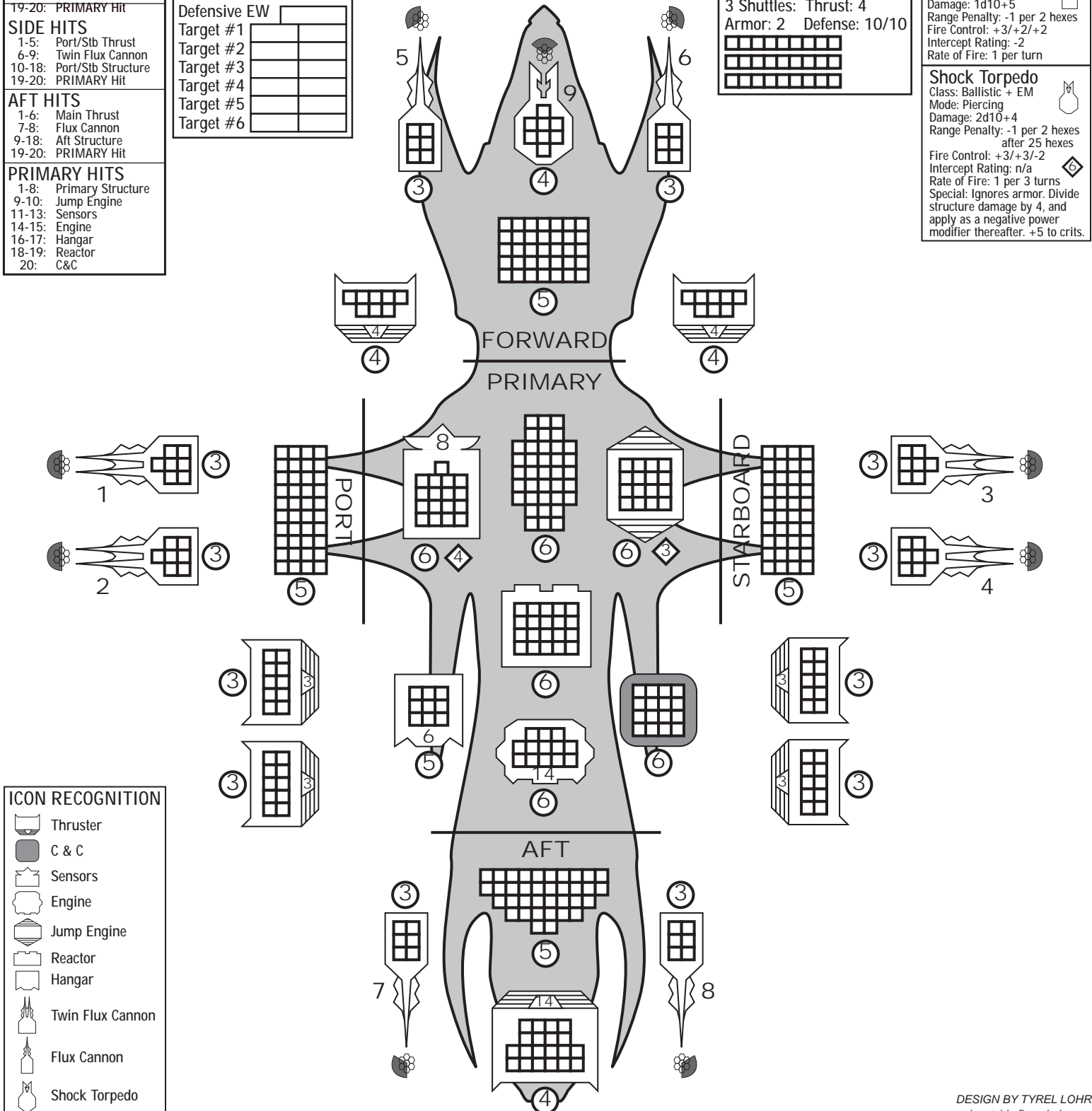
Target #6

HANGAR

6 Fighters

3 Shuttles: Thrust: 4

Armor: 2 Defense: 10/10



ICON RECOGNITION

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