



# Imperial Loronar Strike Cruiser

## SPECS

Class: Hvy Combat Vsl  
In Service: Rebellion  
Point Value: 650  
Ramming Factor: 200  
Hyper Delay: 12 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 15  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +6

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	7	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	7	8

## FORWARD HITS

1-2: Shield Generator  
3-5: Turbolaser Battery  
6-8: Hvy TLC Battery  
9-10: Ion Cannon  
11: Tractor Beam  
12-16: Forward Structure  
17-18: Connecting Strut  
19-20: PRIMARY Hit

## AFT HITS

1-4: Ion Thruster  
5-6: Shield Generator  
7-8: Hvy TLC Battery  
9-10: Ion Cannon  
11: Tractor Beam  
12-18: Aft Structure  
17-18: Connecting Strut  
19-20: PRIMARY Hit

## PRIMARY HITS

1-6: Primary Structure  
7-8: Hyper Drive  
9: PD-System  
10-11: Tractor Beam  
12-13: Sensors  
14-15: Hangar  
16-17: Engine  
18-19: Reactor  
20: C&C

Note: "Connecting Strut" hits score double damage to the facing structure (after armor).

## SPECIAL NOTES

Ion Drive System

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## HANGAR

6 Fighters  
2 Assault Shuttles  
2 Shuttles

## WEAPON DATA

### Turbolaser Battery (5)

Class: Ion + Laser  
Mode: Pulse  
Damage: 1d10+10 1d3 Times  
Maximum Pulses: 5  
Grouping Range: +1 per 5  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

### Ion Cannon

Class: EM  
Modes: Standard  
Damage: 9/0 SEE RULES.  
Range Penalty: -2 per 3 hexes  
Fire Control: +2/+2/-1  
Intercept Rating: n/a  
Rate of Fire: 1 per turn

### Heavy TLC Btty (5)

Class: Ion + Laser  
Mode: Pulse  
Damage: 1d10+6 1d3 Times  
Maximum Pulses: 5  
Grouping Range: +1 per 5  
Range Penalty: -1 per 2 hexes  
Fire Control: +2/+1/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### Ballistic-PD-System

Class: Electromagnetic  
Intercept Rating: -6 (Ballistic only)  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Not Available  
Special: Can be divided between  
into multiple intercepts on  
different ballistics in same  
arc.

### Tractor Beam

Class: Gravitic  
Effect: Moves target 1d3 hexes  
Range Penalty: -1 per hex  
Fire Control: +2/+1/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

## ICON RECOGNITION

- Ion Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Hyperdrive
- Tractor Beam
- Turbolaser Battery
- Ion Cannon
- Turbolaser Cannon Battery
- PD-System

