

Rongolon Tolar Heavy Cruiser

SPECS

Class: Capital Ship
In Service: 2260
Point Value: 650
Ramming Factor: 330
Jump Delay: 20 Turns

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

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 18
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

WEAPON DATA

Imp Particle Hammer
Class: Particle
Modes: Standard
Damage: 3d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +4/+1/-2
Intercept Rating: N/A
Rate of Fire: 1 per 4 turns

Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Interception Rating: n/a
Rate of Fire: 1 per 3 turns

Improved Gatling Railgun
Class: Matter
Modes: Standard
Damage: 2d6+2
Range Penalty: -2 per hex
Fire Control: +3/+4/+6
Int. Rating: -1 (ballistic only)
Rate of Fire: 2 per turn

Class-L Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Hvy Particle Ram
Class: Particle
Modes: Standard
Damage: 3d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

FORWARD HITS

1-6: Retro Thrust
7-8: Particle Hammer
9-10: Missile rack
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-7: Port/Stb Thrust
8-9: Heavy Plasma
10-12: IGRG
13: Port/Stb Hangar
14-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Particle Ram
10: Heavy Plasma
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-11: Jump Engine
12-13: Sensors
14-15: Engine
16-17: Primary Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

MAIN HANGAR

0 Fighters

2 Shuttles:

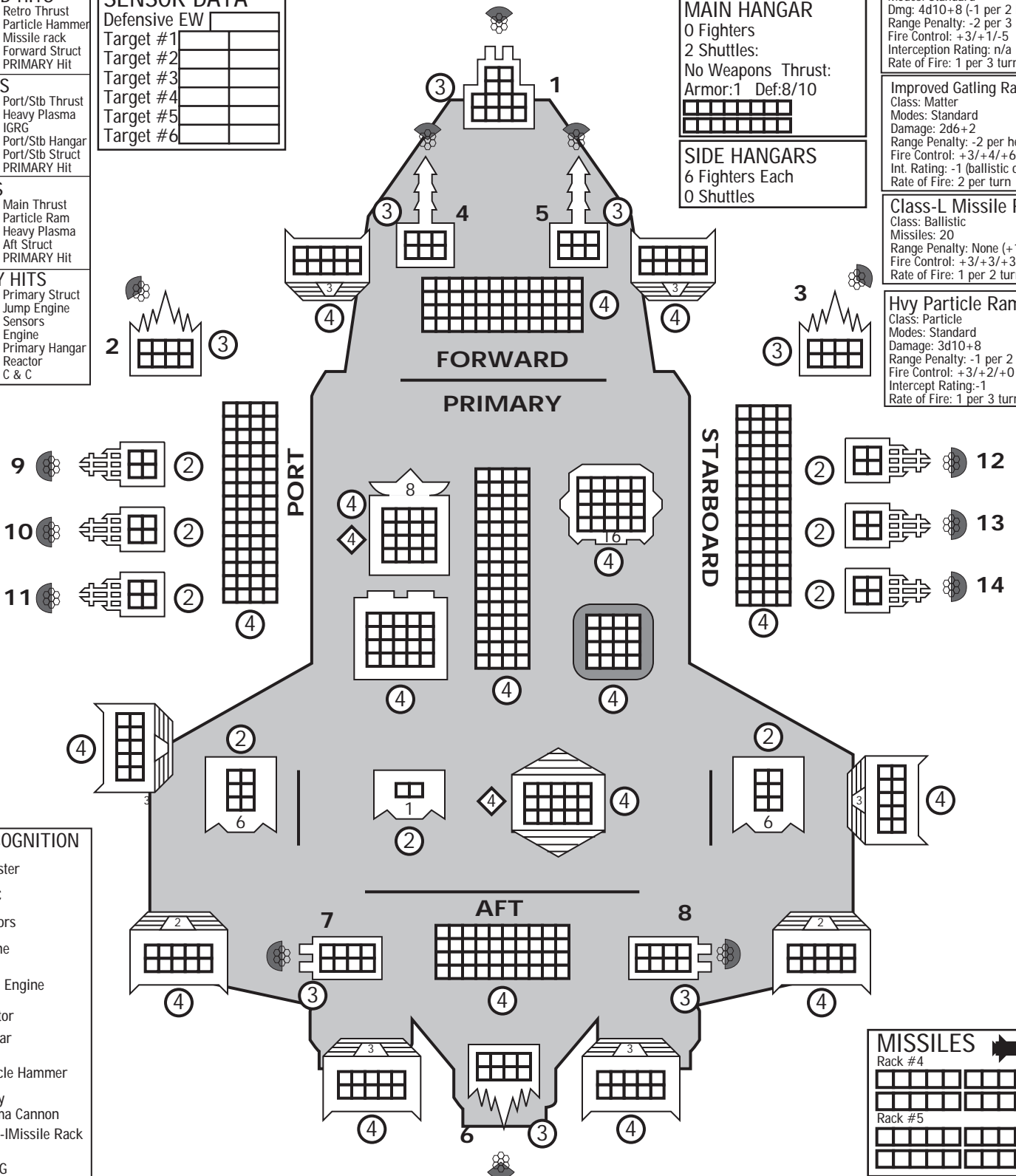
No Weapons Thrust:

Armor:1 Def:8/10

SIDE HANGARS

6 Fighters Each

0 Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Particle Hammer
- Heavy Plasma Cannon
- Class-I Missile Rack
- IGRG
- Hvy Particle Ram

MISSILES

Rack #4

Rack #5