



Version 1: 2E/Babcomm

Name: _____ Counter: _____

IA Valen Class Cruiser

SPECS

Class: Capital Ship
In Service: 2264
Point Value: 1200
Ramming Factor: 340
Jump Delay: 16 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Def: 14
Stb/Port Defense: 16
Engine Efficiency: 2/1
Extra Power: +2
Initiative Bonus: +1

Speed 1 2 3 4 5 6 7 8 9 10 11 12
Turn Cost 1 2 3 4 5 6 7 8 9 10 11 12
Turn Delay 1 2 3 4 5 6 7 8 9 10 11 12

WEAPON DATA

Neutron Laser (Impr.)
Class: Laser
Modes: R, P, S(3)
Damage: 4d10+18
Range Penalty: -1 per 4 hexes
Fire Control: +5/+4/+1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Quad Fusion Defender

Class: Molecular
Mode: Standard
Damage: 1d10+5
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 4 per turn

FORWARD HITS

1-4: Retro Thrust
5-7: Impr Neutron Laser
8-10: Quad Fusion Defender
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Quad Fusion Defender
9-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Impr Neutron Laser
10: Tractor Beam
11: Hangar
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
8-9: Sensors
10-13: Engine
14-15: Jump Engine
16-17: Jammer
18-19: Reactor
20: C & C

SPECIAL NOTES

Unique Ship
Atmospheric Capable
Gravitic Drive

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

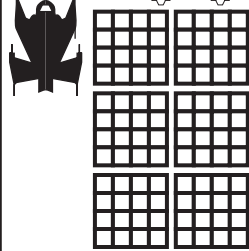
Target #4

Target #5

Target #6

COMBAT FLYERS

Cost: 70 Defense: 9/7
Thrust: 10 Offense: +4
Armor: 1 Initiative: +10
Two Light Fusion Cannons:
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1 #2



ICON RECOGNITION

