



ISA Valen Prototype Cruiser

SPECS

Class: Capital Ship
In Service: 2264
Point Value: 915
Ramming Factor: 280
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 3 + 3 Thrust
Roll Cost: 3 + 3 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: +5
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

MAIN HANGAR
2 Flyers

Forward Hits
1-4: Retro Thrust
5-7: Imp. Neutron Laser
8-10: Quad Fusion Mount
11-18: Forward Structure
19-20: Primary Hit

SPECIAL NOTES

Unique Ship
Gravitic Drive System
Atmospheric Capable
Minbari Sensors

Side Hits
1-6: Port/Stb Thrust
7-18: Port/Stb Structure
19-20: Primary Hit

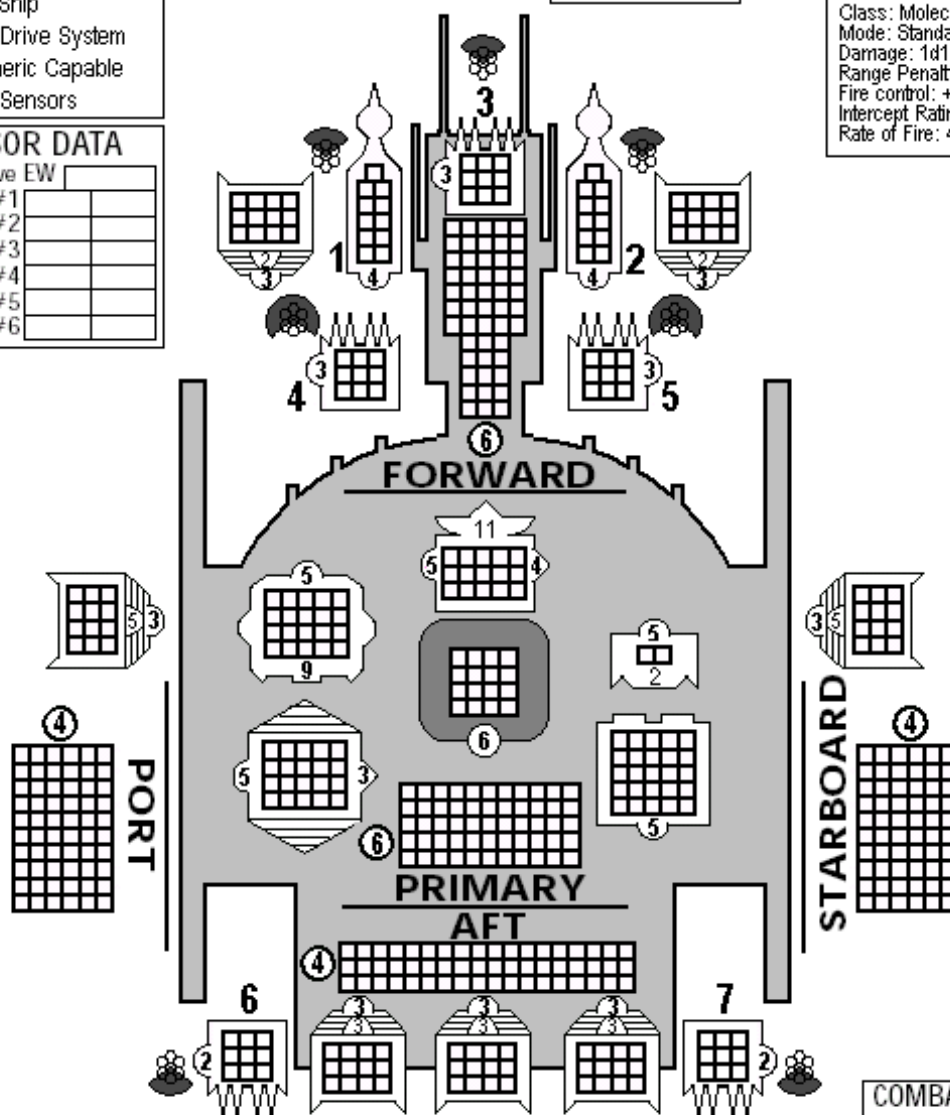
SENSOR DATA

Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

Aft Hits
1-6: Main Thrust
7-8: Quad Fusion Mount
9-18: Aft Structure
19-20: Primary Hit

Primary Hits
1-10: Primary Structure
11-12: Jump Drive
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C



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 Mount

Class: Molecular
Mode: Standard
Damage: 1d10+6
Range Penalty: -2 per hex
Fire control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 4 per Turn

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Impr. Neutron Laser
- Quad Fusion Mount

Jammer Refit

This ship can be equipped with a Jammer in the primary section (hit on 9-10). Increase ship cost by +90 points



COMBAT FLYERS

Cost: 81 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

