

# THS Tal-kala'na System Defender

## SPECS

Class: Capital Ship  
In Service: Unknown  
Point Value:  
Ramming Factor: 220  
Jump Delay: 16 Turns

## MANEUVERING

Turn Cost: 4/3 Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 4 + 4 Thrust  
Roll Cost: 3 + 3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 17  
Engine Efficiency: 3/1  
Extra Power: +20  
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

## WEAPON DATA

### Advance Ion Torpedo

Class: Ballistic  
Mode: Standard  
Damage: 15  
Range Penalty: None  
Max Range: 50 hexes  
Fire Control: +5/+4/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per turn  
*Special: Can hold up to 4 shots and fire them separately or together (+1 per 3). It may increase its recharge rate to 2 per turn for six extra power.*

### Ion Defender

Class: Ion  
Mode: Standard  
Damage: 1d10+3  
*Double Power: Increase dmg to 1d10+8*  
Range Penalty: -1 per 2 hexes  
Fire Control: +1/+2/+4  
Intercept Rating: -3  
Rate of Fire: 2 per turn

## FORWARD HITS

1-6: Retro Thrust  
7-8: Adv Ion Torpedo  
9-11: Ion Defender  
12-18: Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-8: Adv Ion Torpedo  
9-12: Ion Defender  
13-18: Structure  
19-20: PRIMARY Hit

## AFT HITS

1-8: Main Thrust  
9-10: Ion Defender  
11-18: Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-4: Hanger  
5-8: Jump Drive  
9-11: Sensors  
12-13: Struct Replacement  
14-16: Engine  
17-19: Reactor  
20: C & C

## SPECIAL NOTES

Restricted Deployment (10%)

ELINT Ship

Gravitic Drive

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

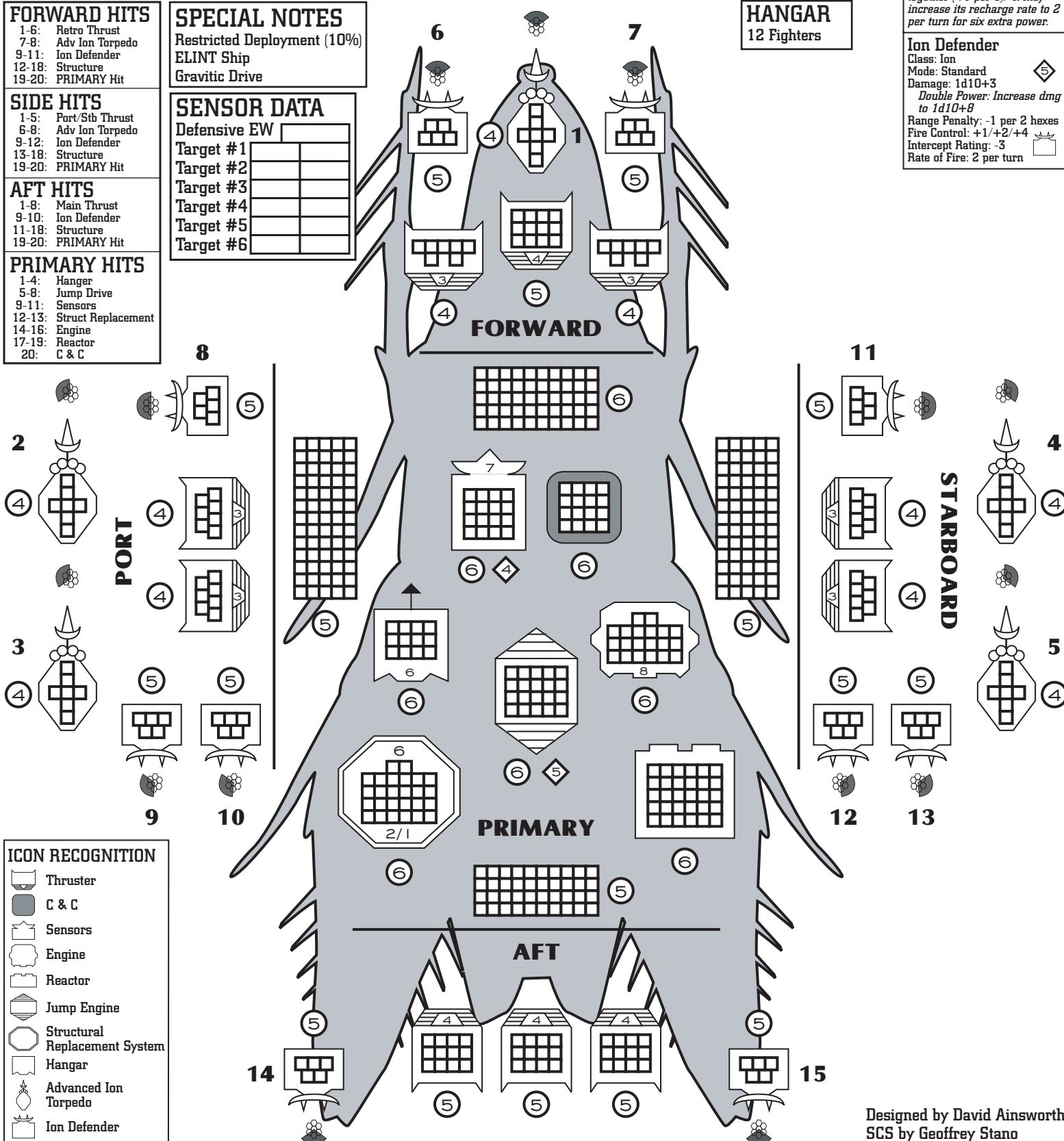
Target #4

Target #5

Target #6

## HANGAR

12 Fighters



## ICON RECOGNITION

- Thrustrer
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- Structural Replacement System
- Hanger
- Advanced Ion Torpedo
- Ion Defender