

Tal-kona'sha Kalona Dreadnought

| SPECS | MANEUVERING | COMBAT STATS |
|----------------------|-------------------------------|------------------------|
| Class: Capital Ship | Turn Cost: 3/2 Speed | Fwd/Aft Defense: 15 |
| In Service: Unknown | Turn Delay: 3/2 Speed | Sth/Port Defense: 19 |
| Point Value: | Accel/Decel Cost: 6 Thrust | Engine Efficiency: 4/1 |
| Ramming Factor: 400 | Pivot Cost: 6 + 6 Thrust | Extra Power: +25 |
| Jump Delay: 10 Turns | Roll Cost: 2 + 2 Thrust | Initiative Bonus: +0 |
| Speed | 1 2 3 4 5 6 7 8 9 10 11 12 | |
| Turn Cost | 2 3 5 6 8 9 11 12 14 15 17 18 | |
| Turn Delay | 2 3 5 6 8 9 11 12 14 15 17 18 | |

| WEAPON DATA | |
|--|--|
| Molecular Concentrator | |
| Class: Molecular | |
| Mode: Raking | |
| Damage: 2d10+15 | |
| Range Penalty: -1 per 3 hexes | |
| Fire Control: +4/+4/-2 | |
| Intercept Rating: n/a | |
| Rate of Fire: 1 per 3 turns | |
| Special: Treated as Laser weapon for intercept. | |
| Plasma Flamer | |
| Class: Plasma | |
| Mode: Standard | |
| DMG: 4d10+20 (-1 / 2 hexes) | |
| Range Penalty: -1 per 2 hexes | |
| Fire Control: +4/+2/-5 #/A | |
| Intercept Rating: n/a | |
| Rate of Fire: 1 per 3 turns | |
| Special: Can fire at an accelerated ROF as shown. Can also "purchase" arming levels during the Power Allocation phase; double power counts as two turns arming, while triple power counts as three turns arming. | |
| 1 / turn: 1d10+8 (-1/2 hexes) | |
| 2 / turn: 2d10+12 (-1/2 hexes) | |
| Discharge Array | |
| Class: Electromagnetic | |
| Mode: Raking | |
| Damage: 1d10+5 | |
| Double Power: Add 1d10+4 | |
| Range Penalty: -1 per 2 hexes | |
| Fire Control: +2/+3/+4 | |
| Intercept Rating: -3 | |
| Rate of Fire: 2 or more per turn limited by power; max 4 shots | |

| FORWARD HITS | |
|-----------------------|--|
| 1-5: Retro Thrust | |
| 6-8: Plasma Flamer | |
| 9-10: Discharge Array | |
| 11-18: Structure | |
| 19-20: PRIMARY Hit | |

| SIDE HITS | |
|------------------------|--|
| 1-4: Port/Sth Thrust | |
| 5-7: Mol Concentrator | |
| 8-9: Adv Ion Torpedo | |
| 10-11: Discharge Array | |
| 12-18: Structure | |
| 19-20: PRIMARY Hit | |

| AFT HITS | |
|----------------------|--|
| 1-5: Main Thrust | |
| 6-7: Plasma Flamer | |
| 8-9: Discharge Array | |
| 10-11: Hangar | |
| 12-18: Structure | |
| 19-20: PRIMARY Hit | |

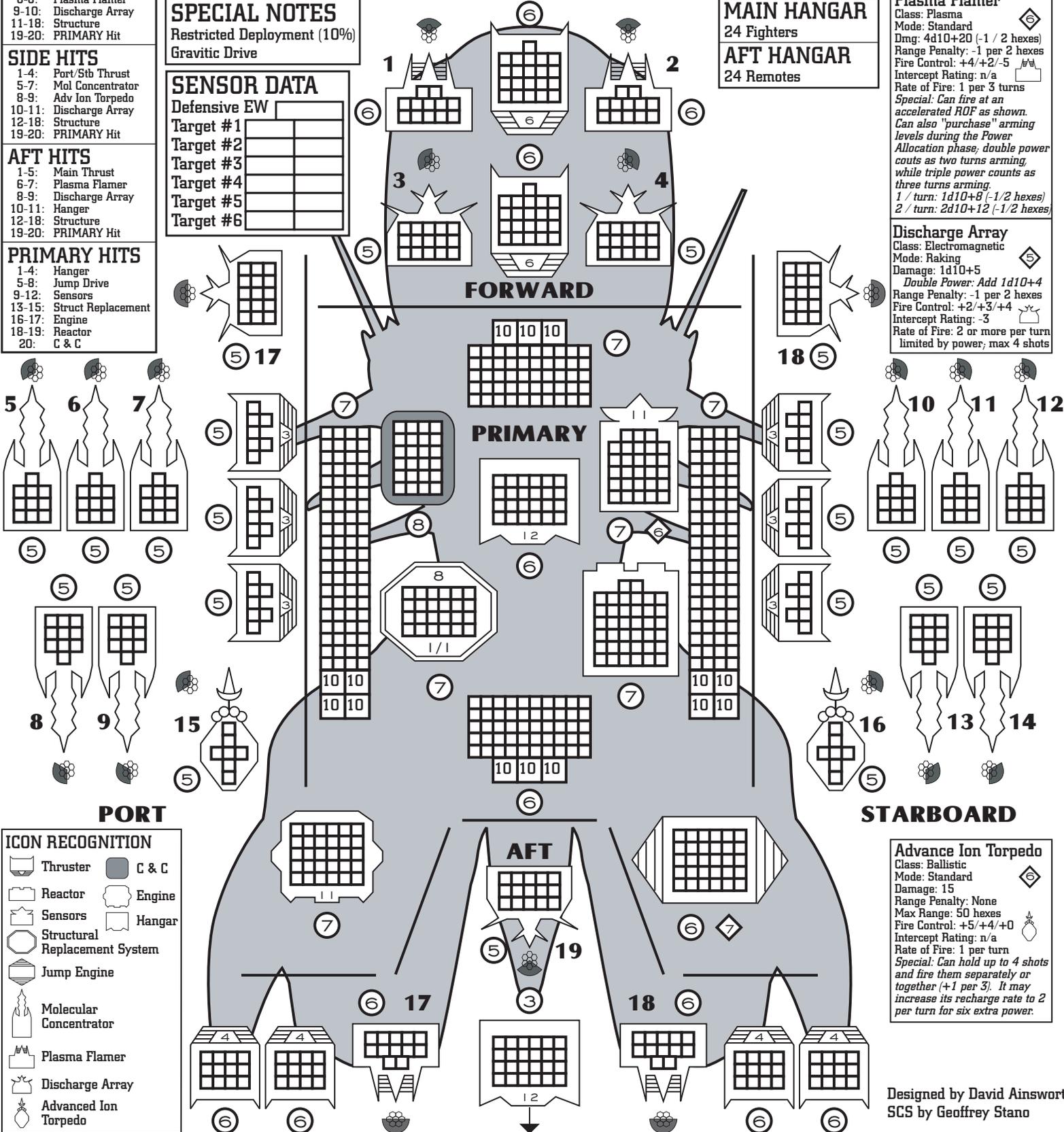
| PRIMARY HITS | |
|---------------------------|--|
| 1-4: Hangar | |
| 5-8: Jump Drive | |
| 9-12: Sensors | |
| 13-15: Struct Replacement | |
| 16-17: Engine | |
| 18-19: Reactor | |
| 20: C & C | |

SPECIAL NOTES
 Restricted Deployment (10%)
 Gravitic Drive

| SENSOR DATA | |
|--------------|--|
| Defensive EW | |
| Target #1 | |
| Target #2 | |
| Target #3 | |
| Target #4 | |
| Target #5 | |
| Target #6 | |

MAIN HANGAR
 24 Fighters

AFT HANGAR
 24 Remotes



| ICON RECOGNITION | |
|------------------|-------------------------------|
| | Thruster |
| | C & C |
| | Reactor |
| | Engine |
| | Sensors |
| | Structural Replacement System |
| | Jump Engine |
| | Molecular Concentrator |
| | Plasma Flamer |
| | Discharge Array |
| | Advanced Ion Torpedo |

| 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. | |