

Tal-kona'sha Kalona Dreadnought

SPECS

Class: Capital Ship
 In Service: Unknown
 Point Value:
 Ramming Factor: 400
 Jump Delay: 10 Turns

MANEUVERING

Turn Cost: 3/2 Speed
 Turn Delay: 3/2 Speed
 Accel/Decel Cost: 6 Thrust
 Pivot Cost: 6 + 6 Thrust
 Roll Cost: 2 + 2 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
 Stb/Port Defense: 19
 Engine Efficiency: 4/1
 Extra Power: +25
 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

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/Stb 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: Hanger
 12-18: Structure
 19-20: PRIMARY Hit

PRIMARY HITS

1-4: Hanger
 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

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

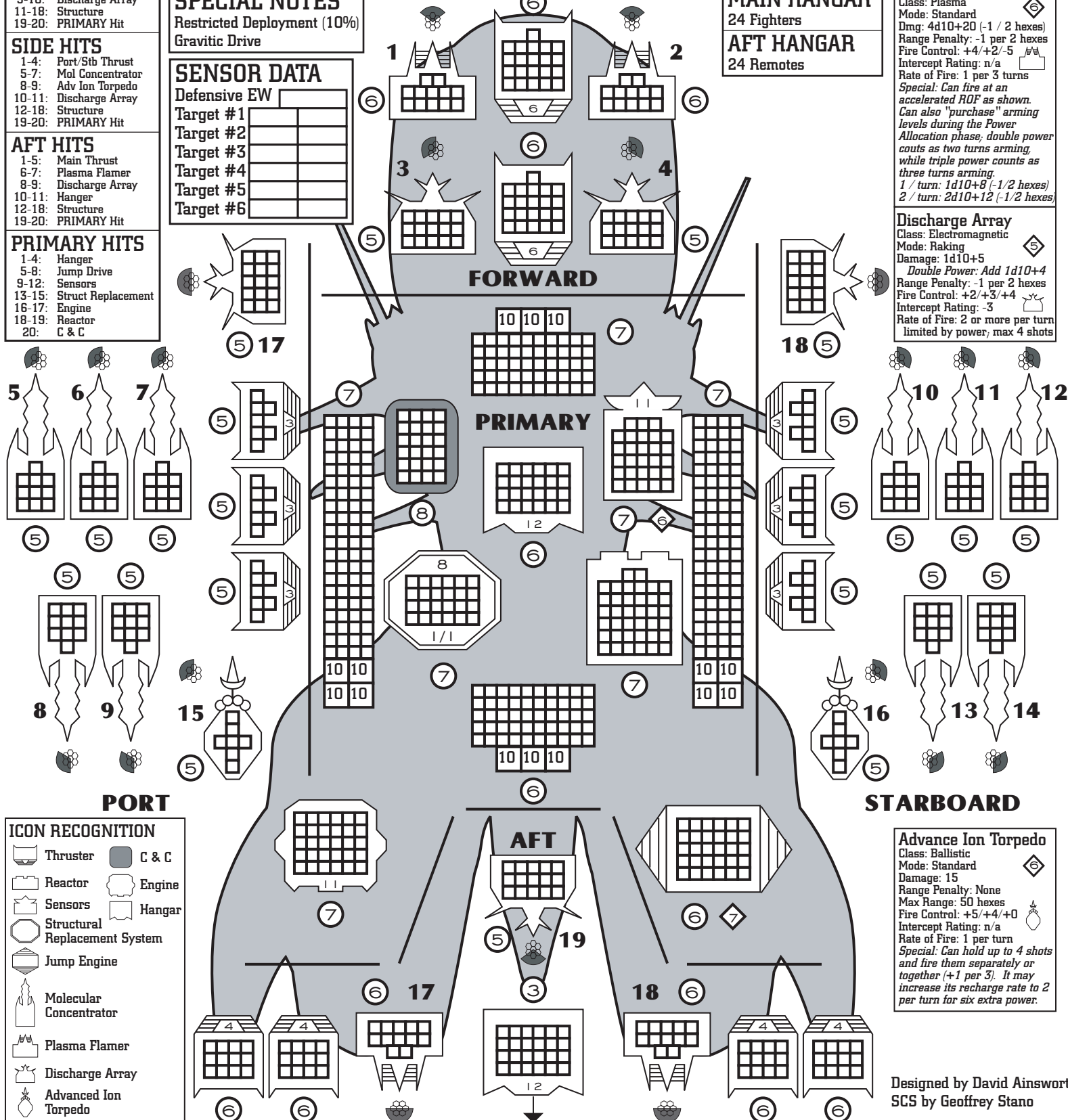
Class: Plasma
 Mode: Standard
 Dmg: 4d10+20 (-1 / 2 hexes)
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+2/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
 Special: Can fire at an accelerated ROF as shown. Can also "purchase" arming levels during the Power Allocation phase; double power counts 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

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.



PORT

ICON RECOGNITION

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

STARBOARD

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.