



Imperial Loronar Strike Cruiser

SPECS		MANEUVERING		COMBAT STATS	
Class: Hvy Combat Vsl In Service: Rebellion Point Value: 650 Ramming Factor: 200 Hyper Delay: 12 Turns		Turn Cost: 2/3 Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 3+3 Thrust		Fwd/Aft Defense: 14 Stb/Port Defense: 15 Engine Efficiency: 2/1 Extra Power: 0 Initiative Bonus: +6	
Speed	1 2 3 4 5 6 7 8 9 10 11 12	Turn Cost	1 2 2 3 4 4 5 6 6 7 7 8	Turn Delay	1 2 2 3 4 4 5 6 6 7 7 8

WEAPON DATA	
Turbolaser Battery (5) Class: Ion + Laser Mode: Pulse Damage: 1d10+10 1d3 Times Maximum Pulses: 5 Grouping Range: +1 per 5 Range Penalty: -1 per 3 hexes Fire Control: +3/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 3 turns	
Ion Cannon Class: EM Modes: Standard Damage: 9/0 SEE RULES. Range Penalty: -2 per 3 hexes Fire Control: +2/+2/-1 Intercept Rating: n/a Rate of Fire: 1 per turn	
Heavy TLC Btty (5) Class: Ion + Laser Mode: Pulse Damage: 1d10+6 1d3 Times Maximum Pulses: 5 Grouping Range: +1 per 5 Range Penalty: -1 per 2 hexes Fire Control: +2/+1/+0 Intercept Rating: n/a Rate of Fire: 1 per 2 turns	
Ballistic-PD-System Class: Electromagnetic Intercept Rating: -6 (Ballistic only) Rate of Fire: 1 per turn OFFENSIVE MODE: Not Available <i>Special: Can be divided between into multiple intercepts on different ballistics in same arc.</i>	

HANGAR
6 Fighters
2 Assault Shuttles
2 Shuttles

FORWARD HITS	
1-2:	Shield Generator
3-5:	Turbolaser Battery
6-8:	Hvy TLC Battery
9-10:	Ion Cannon
11:	Tractor Beam
12-16:	Forward Structure
17-18:	Connecting Strut
19-20:	PRIMARY Hit

AFT HITS	
1-4:	Ion Thruster
5-6:	Shield Generator
7-8:	Hvy TLC Battery
9-10:	Ion Cannon
11:	Tractor Beam
12-18:	Aft Structure
17-18:	Connecting Strut
19-20:	PRIMARY Hit

PRIMARY HITS	
1-6:	Primary Structure
7-8:	Hyper Drive
9:	PD-System
10-11:	Tractor Beam
12-13:	Sensors
14-15:	Hangar
16-17:	Engine
18-19:	Reactor
20:	C&C

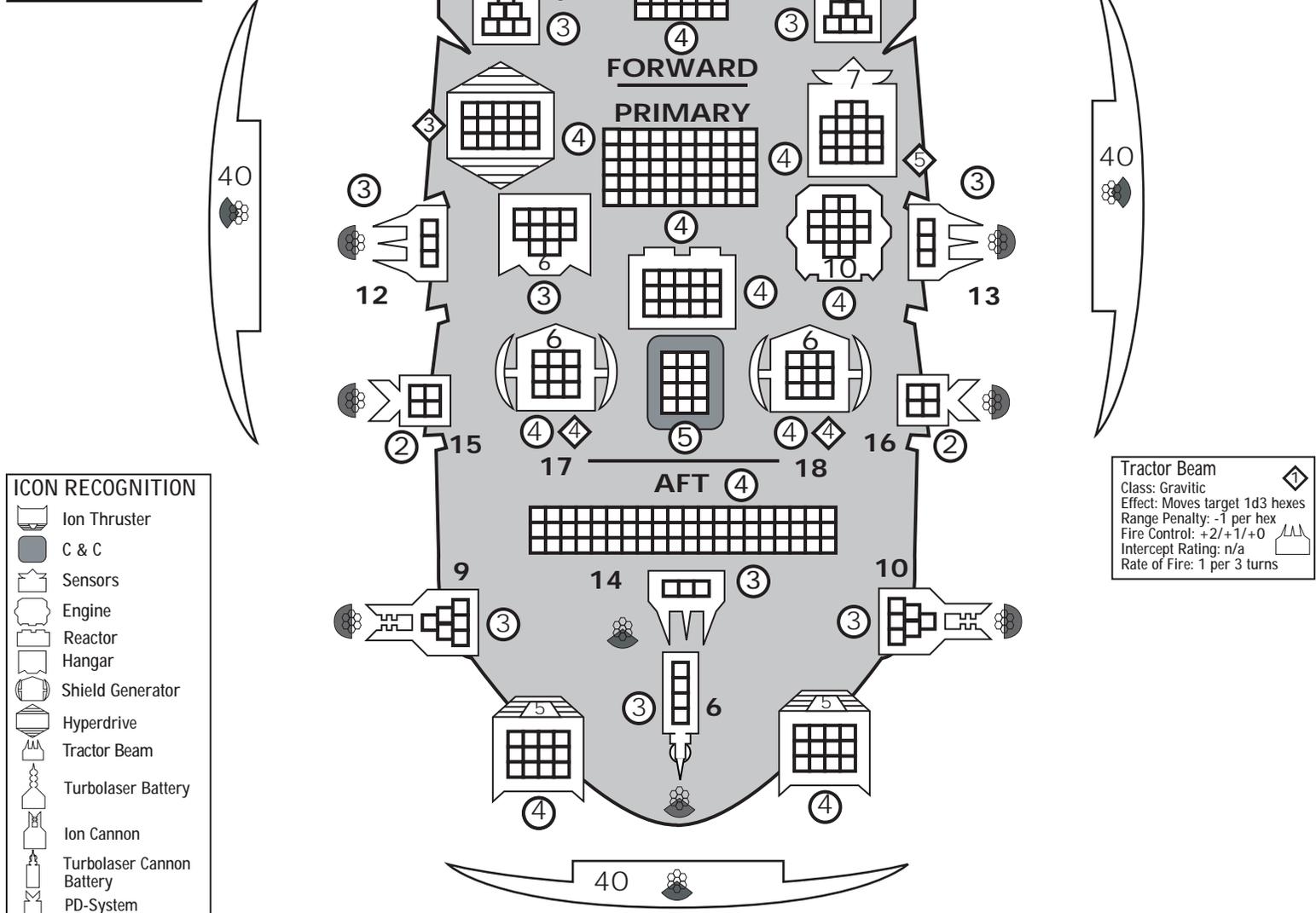
Note: "Connecting Strut" hits score double damage to the facing structure (after armor).

SPECIAL NOTES
Ion Drive System

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- Ion Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Hyperdrive
- Tractor Beam
- Turbolaser Battery
- Ion Cannon
- Turbolaser Cannon Battery
- PD-System

Tractor Beam
Class: Gravitic
Effect: Moves target 1d3 hexes
Range Penalty: -1 per hex
Fire Control: +2/+1/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns