



Version 1: 2E/Babcomm

Name: \_\_\_\_\_ Counter: \_\_\_\_\_

# IA Valen Class Cruiser

## SPECS

Class: Capital Ship  
In Service: 2269  
Point Value: 1250  
Ramming Factor: 340  
Jump Delay: 16 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Def: 14  
Stb/Port Defense: 16  
Engine Efficiency: 2/1  
Extra Power: +2  
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

## 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 Defender

Class: Molecular  
Mode: Standard  
Damage: 1d10+5  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+4  
Intercept Rating: -2  
Rate of Fire: 4 per turn

## FORWARD HITS

1-4: Retro Thrust  
5-7: Impr Neutron Laser  
8-10: Quad Fusion Defender  
11-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-6: Quad Fusion Defender  
9-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Impr Neutron Laser  
10: Tractor Beam  
11: Hangar  
12-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-7: Primary Struct  
8-9: Sensors  
10-13: Engine  
14-15: Jump Engine  
16-17: Jammer  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Unique Ship  
Atmospheric Capable  
Gravitic Drive

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

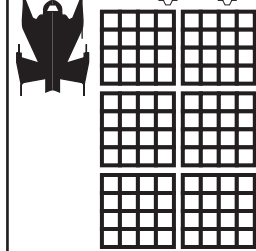
Target #6

## HANGAR

6 Combat Flyers or Fight.

## COMBAT FLYERS

Cost: 70 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



## ICON RECOGNITION

