



Tamarian Chala Heavy Cruiser

SPECS Class: Capital Ship In Service: 2352 Point Value: 875 Ramming Factor: 250 Warp Delay: 5 Turns	MANEUVERING Turn Cost: 1 x Speed Turn Delay: 1 x Speed Accel/Decel Cost: 4 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 3+3 Thrust	COMBAT STATS Fwd/Aft Defense: 15 Stb/Port Defense: 17 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	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	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	1 2 3 4 5 6 7 8 9 10 11 12

WEAPON DATA Heavy Flux Phaser Class: Molecular Mode: Raking Damage: 3d10+3 1d3 times Range Penalty: -1 per 3 hexes Fire Control: +4/+2/+2 Intercept Rating: -1 Rate of Fire: 1 per 3 turns
Medium Flux Phaser Class: Molecular Mode: Raking Damage: 2d10+2 1d3 times Range Penalty: -1 per 2 hexes Fire Control: +3/+3/+3 Intercept Rating: -1 Rate of Fire: 1 per 2 turns
Light Flux Phaser Class: Molecular Mode: Standard Damage: 1d10+1 1d3 times Range Penalty: -1 per hex Fire Control: +1/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn
Photon Torpedo Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 20 Max Range: 50 hexes Fire Control: +4/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns

HANGAR
0 Fighters
8 Shuttles

FORWARD HITS

- 1-2: Deflector Shield
- 3-5: Heavy Flux Phaser
- 6-7: Disruption Net
- 8-9: Light Flux Phaser
- 10-18: Forward Structure
- 19-20: PRIMARY Hit

SPECIAL NOTES
Gravitic Drive System
Impulse Drive

SENSOR DATA

Defensive EW

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

SIDE HITS

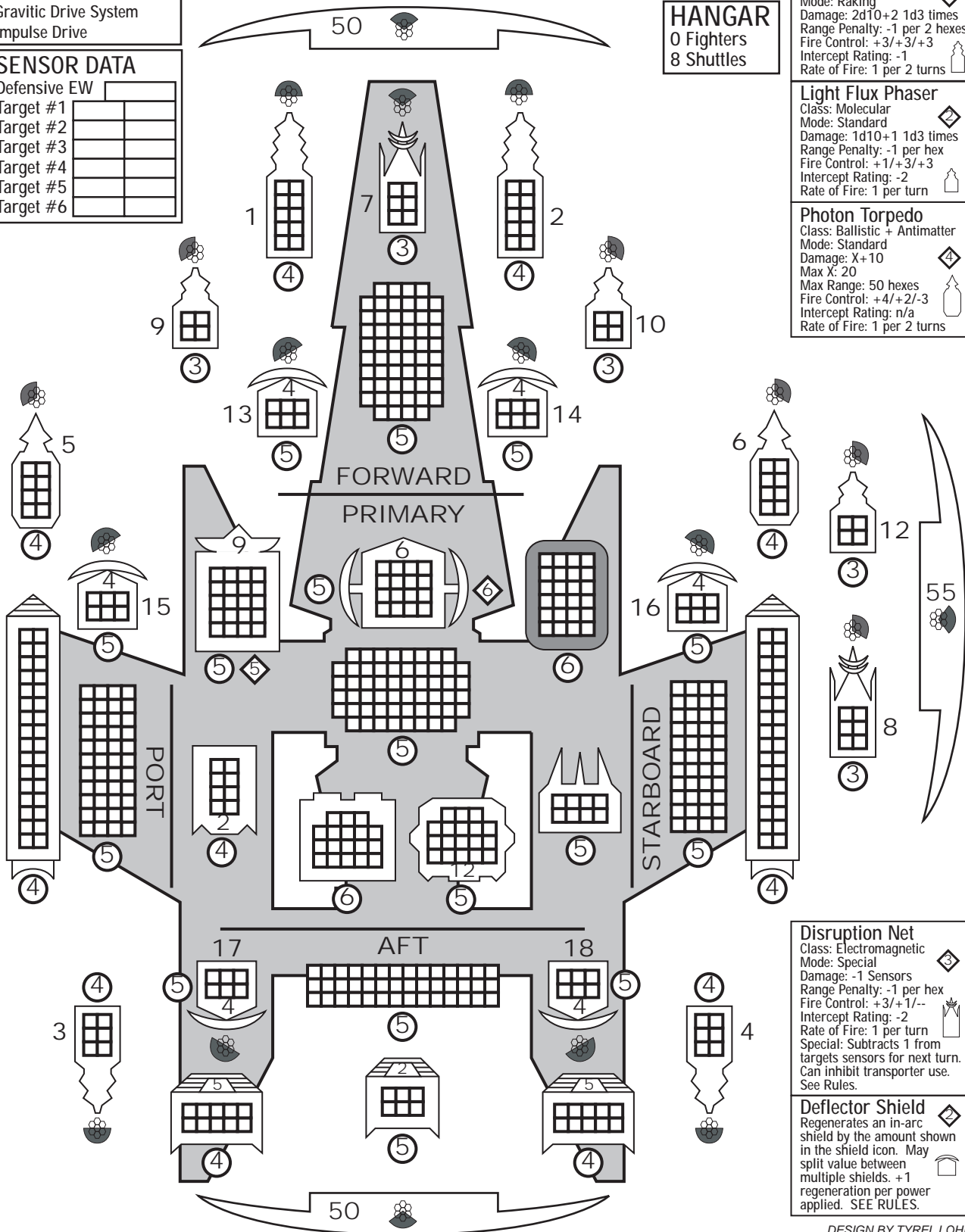
- 1-2: Deflector Shield
- 3-4: Photon Torpedo
- 5-6: Disruption Net
- 7-8: Light Flux Phaser
- 9-11: Warp Engine
- 12-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-5: Impulse Thruster
- 6-7: Deflector Shield
- 8-10: Med Flux Phaser
- 11-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Structure
- 9: Tractor Beam
- 10-11: Shield Generator
- 12-13: Sensors
- 14-15: Hangar
- 16-17: Engine
- 18-19: Reactor
- 20: C&C



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Heavy Flux Phaser
- Med Flux Phaser
- Light Flux Phaser
- Photon Torpedo
- Disruption Net

Disruption Net
Class: Electromagnetic
Mode: Special
Damage: -1 Sensors
Range Penalty: -1 per hex
Fire Control: +3/+1/--
Intercept Rating: -2
Rate of Fire: 1 per turn
Special: Subtracts 1 from targets sensors for next turn. Can inhibit transporter use. See Rules.

Deflector Shield
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.