



Loronar Strike Cruiser

SPECS

Class: Hvy Cmbt Vessel
 In Service: +8 ANH
 Point Value: 850
 Ramming Factor: 130
 Hyper Cost: 14 Power

MANEUVERING

Turn Cost: 2/3 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 Defense: 13
 Stb/Port Defense: 15
 Engine Efficiency: 3/1
 Extra Power: +0
 Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	5	6	7	8	9
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Twin Turbolaser

Class: Laser
 Mode: Standard
 Damage: 2x 1d10+8
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+1/+0
 Interception Rating: -2
 Rate of Fire: 1 per 2 turns

Turbolaser

Class: Laser
 Mode: Standard
 Damage: 1d10+8
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+1/+0
 Interception Rating: -1
 Rate of Fire: 1 per 2 turns

Ion Cannon

Class: Ion
 Mode: Ion
 Damage: 3/+9/d10
 Range Penalty: -1 per hex
 Fire Control: +3/+1/-2
 Interception Rating: n/a
 Rate of Fire: 1 per 2 turns

FORWARD HITS

- 1-3: Retro Thrust
- 4: Tractor Beam
- 5-6: Turbolaser
- 7-9: Twin Turbolaser
- 10-11: Ion Cannon
- 12-17: Forward Struct
- 18-20: PRIMARY Hit

AFT HITS

- 1-5: Main Thrust
- 6-8: Turbolasers
- 9-10: Twin Turbolaser
- 11: Tractor Beam
- 12-17: Aft Struct
- 18-20: PRIMARY Hit

PRIMARY HITS

- 1-6: Primary Struct
- 7: Hangar
- 8: Hyperdrive
- 9: Turbolaser
- 10: Ion Cannon
- 11-12: Shield Generator
- 13-14: Sensors
- 15-16: Engine
- 17-18: Barracks
- 19: Reactor
- 20: C & C

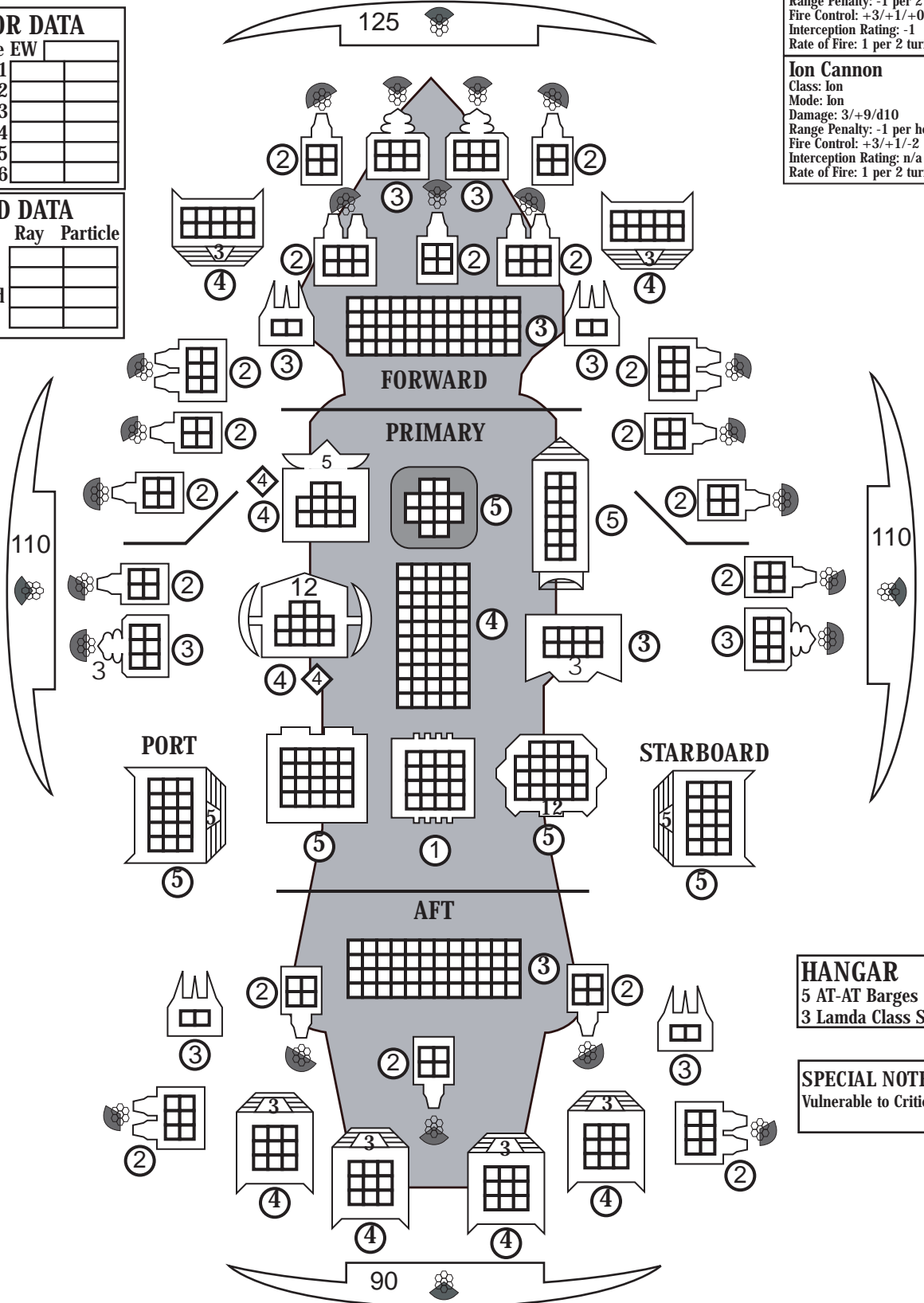
SENSOR DATA

Defensive EW

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

SHIELD DATA

	Ray	Particle
Forward		
Port		
Starboard		
Aft		



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Ion Cannon
- Twin Turbolaser
- Turbolaser

HANGAR

5 AT-AT Barges
 3 Lamda Class Shuttles

SPECIAL NOTES

Vulnerable to Criticals