

Tiraca Variant(Uncommon)
Common after 2271

Name: _____ Counter: _____



Abbai Tiraca Advanced Frigate

SPECS

Class: Medium Ship
In Service: 2231
Point Value: 650
Ramming Factor: 60
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Def: 13 (10)
Stb/Port Defense: 15 (12)
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +14

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

WEAPON DATA

Imp.Laser Cutter
Class: Laser
Modes: Raking (8)
Damage: 4d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +3/+4/+5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Can rake flights of fighters if any hits are repeated with the same shot ignore armor

Adv.Quad Array
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 4 per turn
Special: Will not overheat

Gravitic Shield
Subtract Shield Factor from incoming chance to hit and any damage scored through arc.
Defense rating shown in parenthesis () indicates value with shield active.

Imp.Particle Impeder
Intercept Rating: -4
Rate of Fire: 2 per turn
OFFENSIVE MODE:
Not Available

FORWARD HITS

1-4: Retro Thrust
5-6: Gravitic Shield
7: Imp Laser Cutter
8-10: Imp Quad Array
11-16: Structure
17-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Gravitic Shield
9-10: Particle Impeder
11-16: Structure
17-20: PRIMARY Hit

PRIMARY HITS

1-7: Port/Stb Thrust
8-9: Shield Generator
10-12: Sensors
13-15: Engine
16: Hangar
17-18: Reactor
19-20: C & C

SPECIAL NOTES

Agile Ship

SENSOR DATA

Defensive EW

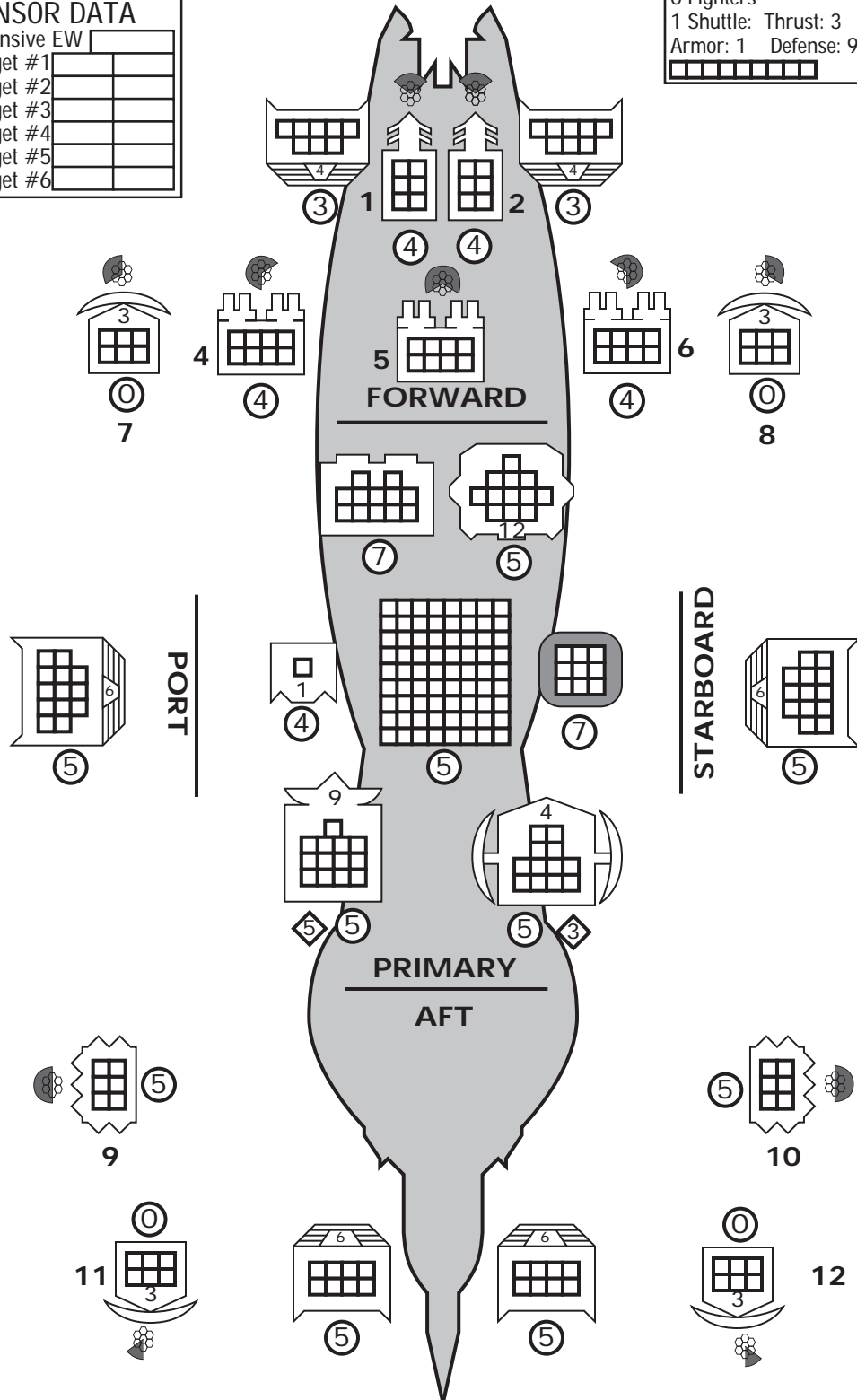
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

HANGAR

0 Fighters

1 Shuttle: Thrust: 3

Armor: 1 Defense: 9/9



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Imp. Laser Cutter
- Quad Array
- Particle Impeder
- Gravitic Shield