

# Barada Gilaz Fleet Carrier

## SPECS

Class: Capital Ship  
In Service: 2217  
Point Value: 850  
Ramming Factor: 300  
Jump Delay: 40 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: 4/1  
Extra Power: 0  
Initiative Bonus: +0

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

**Heavy Particle Beam**  
Class: Particle  
Mode: Standard  
Damage: 2d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+3/+2  
Intercept Rating: -2  
Rate of Fire: 1 per turn

**Standard Particle Beam**  
Class: Particle  
Modes: Standard  
Damage: 1d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+4/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

**Light Particle Beam**  
Class: Particle  
Modes: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## FORWARD HITS

1-4: Retro Thrust  
5-7: Std Particle Beam  
8-10: Lt Particle Beam  
11-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-7: Std Particle Beam  
8-11: Lt Particle Beam  
12-13: LCV Rail  
14-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8-10: Std Particle Beam  
11-13: Lt Particle Beam  
14-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-9: Primary Structure  
10-11: Jump Engine  
12-13: Sensors  
14-15: Engine  
16-18: Hangar  
19: Reactor  
20: C&C

## SPECIAL NOTES

Limited Availability (33%)

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## HANGAR

72 Fighters

2 Shuttles: Thrust: 3

Armor: 2 Defense: 9/9

