

# Gaim Magrassa Strike Carrier

## SPECS

Class: Capital Ship  
In Service: 2252  
Point Value: 525  
Ramming Factor: 220  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 6+6 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 17  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Penalty: -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	2	3	4	4	5	6	6	7	8	8

## WEAPON DATA

### Packet Torpedo

Class: Ballistic  
Mode: Standard  
Damage: 2d10+10  
Range Penalty: -1 per 2 hexes after range 10  
Fire Control: +3/+3/-6  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### Scattergun

Class: Particle  
Modes: Standard  
Damage: 2d6+1  
Range Penalty: -2 per hex  
Fire Control: +0/+2/+5  
Intercept Rating: -2  
Rate of Fire: 1d6 per turn

### Twin Array

Class: Particle  
Mode: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +4/+5/+6  
Intercept Rating: -2  
Rate of Fire: 2 per turn

## FORWARD HITS

1-3: Retro Thrust  
4-5: Hangar  
6-10: Packet Torpedo  
11-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-7: Scattergun  
8-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Hangar  
9-10: Twin Array  
11-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-9: Primary Struct  
10-12: Sensors  
13-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## HANGAR

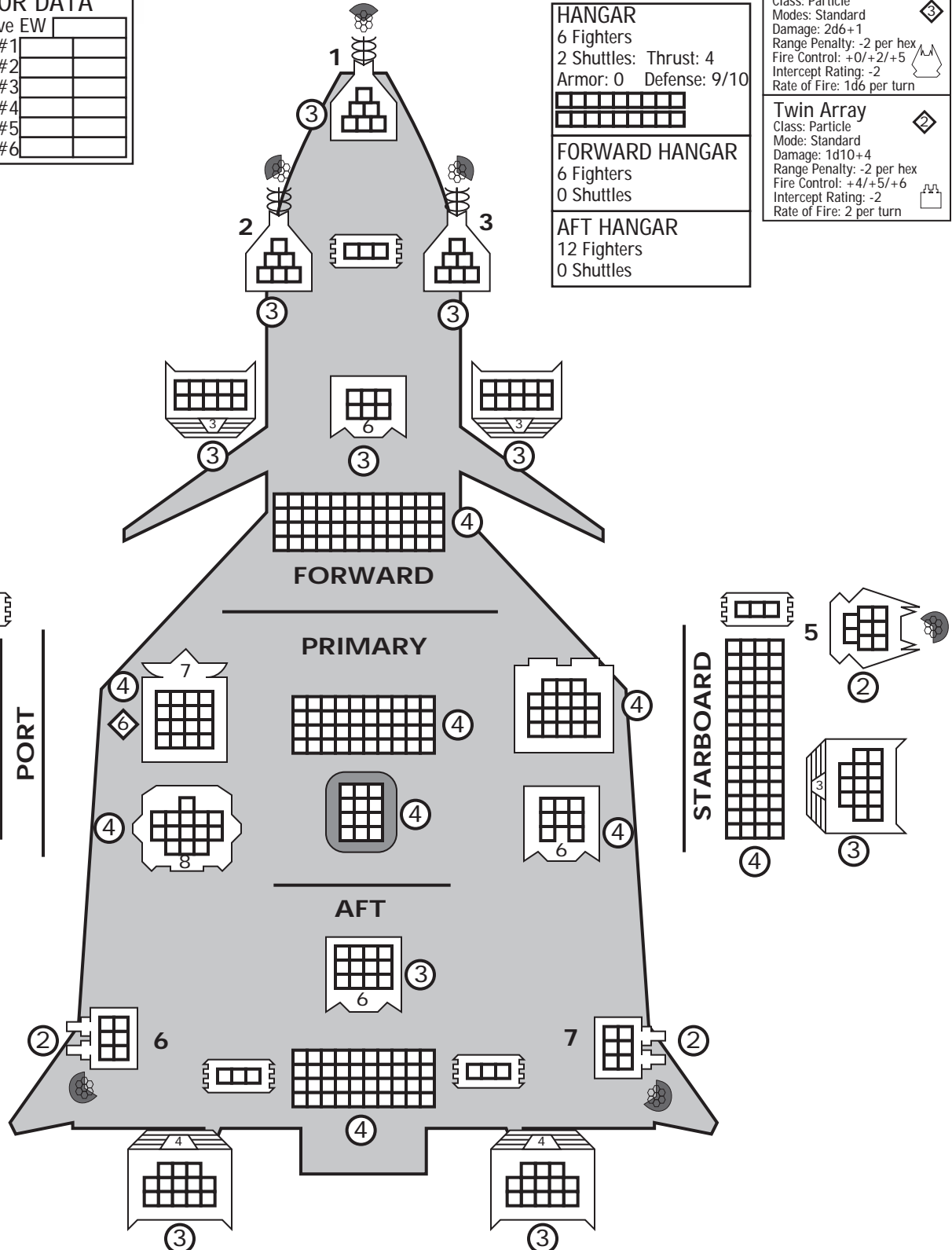
6 Fighters  
2 Shuttles: Thrust: 4  
Armor: 0 Defense: 9/10

## FORWARD HANGAR

6 Fighters  
0 Shuttles

## AFT HANGAR

12 Fighters  
0 Shuttles



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Scattergun
- Twin Array