

Gaim Sulo Fleet Carrier

SPECS

Class: Capital Ship
In Service: 2254
Point Value: 600
Ramming Factor: 240
Jump Delay: 16 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 Def: 16
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: +1
Initiative Bonus: +0

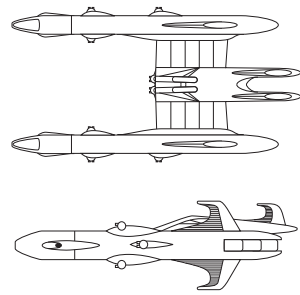
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

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

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



FORWARD HITS

1-2: Retro Thrust
3-8: Scattergun
9-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-2: Port/Stb Thrust
3-4: Port/Stb Retro Thrust
5-8: Twin Array
9-11: Port/Stb Hangar
12-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Scattergun
10-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-10: Sensors
11-13: Engine
14-15: Jump Engine
16-17: Primary Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Limited Deployment (33%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

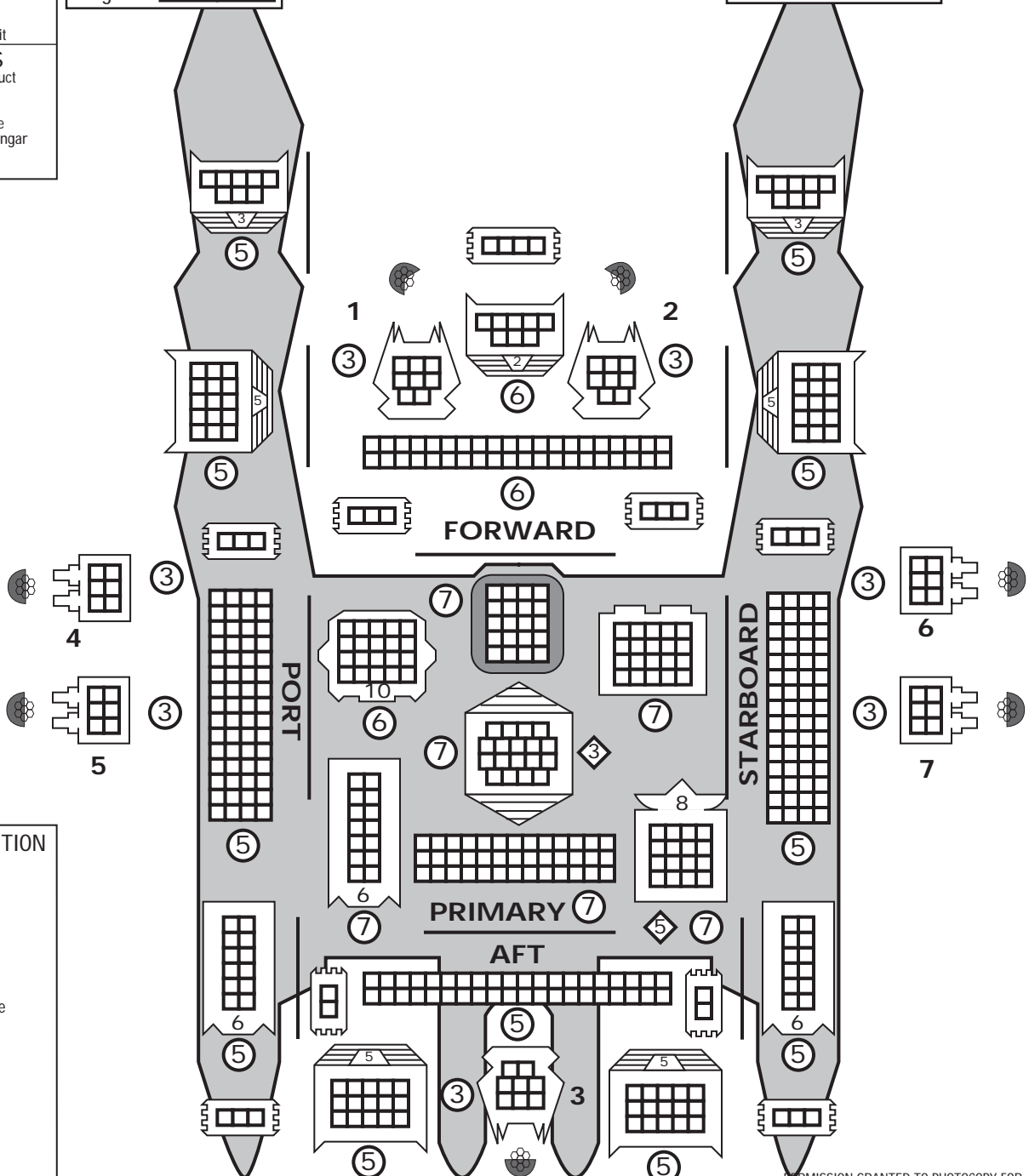
Target #6

MAIN HANGAR

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

SIDE HANGARS

12 Med. Fighters Each
0 Shuttles



ICON RECOGNITION

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