

Tracha Variant (Uncommon)

Version 1: 2E/V4 - Playtest

Name: _____

Counter: _____



Gaim Trula Carrier

SPECS

Class: Capital Ship
In Service: 2252
Point Value: 425
Ramming Factor: 210
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 13
Engine Efficiency: 3/1
Extra Power: +3
Initiative Bonus: +0

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

HANGAR

6 Fighters (12 External)
2 Shuttles: Thrust: 4
Armor: 0 Defense: 9/10



WEAPON DATA

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: Scattergun
4-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-3: Retro Thrust
4-7: Port/Stb Thrust
8-10: Main Thrust
11-12: Twin Array
13-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-3: Scattergun
4-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-12: Primary Struct
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

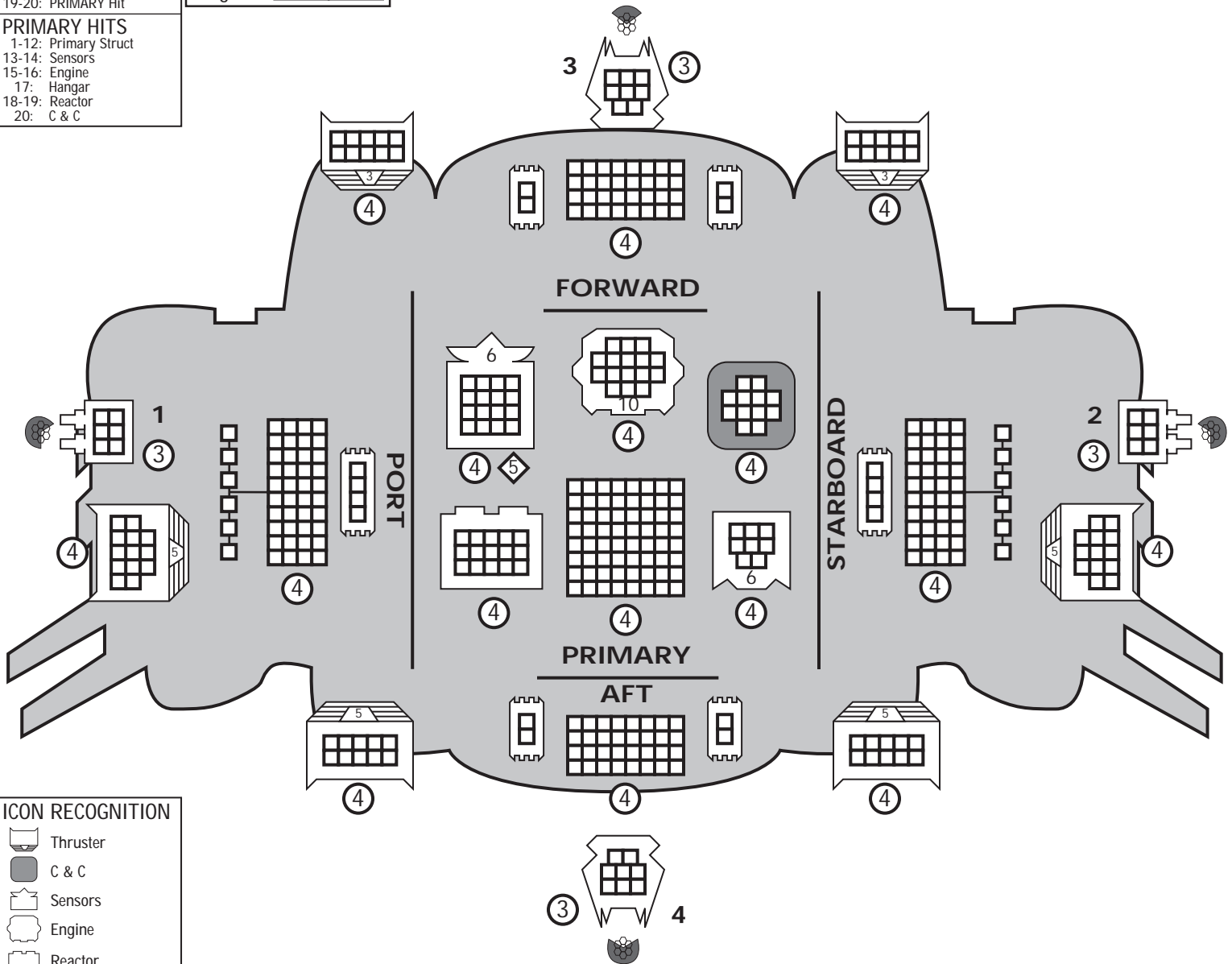
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Ext. Fighter Rail
- Bulkhead
- Twin Array
- Scattergun