

Grome Gralac Heavy Carrier

SPECS

Class: Capital Ship
In Service: 2260
Point Value: 900
Ramming Factor: 490
Jump Delay: 36 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 18
Stb/Port Defense: 19
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

MAIN HANGAR

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

WEAPON DATA

Medium Railgun

Class: Matter
Modes: Standard
Damage: 3d10+3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Flak Cannon

Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Matter
Mode: Flash
Damage: 1d10+2
Range Penalty: -2 per hex
Fire Control: -/-/+4

Targeting Array

Maximum Range: 15
Adds fire control to all weapons against specified target. Degredation occurs if multiple targeting arrays are used on same target. Cannot be used on fighters or smaller units.

SIDE HANGARS

12 Fighters Each
0 Shuttles

FORWARD HITS

1-5: Retro Thrust
6-8: Medium Railgun
9-11: Flak Cannon
12-15: Forward Strut
16-18: Connecting Strut
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-7: Port/Stb Hangar
8-10: Flak Cannon
11-15: Port/Stb Strut
16-18: Connecting Strut
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Medium Railgun
9-15: Aft Strut
16-18: Connecting Strut
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Strut
7-8: Targeting Array
9-10: Jump Drive
11-13: Engine
14-16: Sensors
17: Hangar
18-19: Reactor
20: C & C

Note: "Connecting Strut" hits score double damage to the facing structure (after armor).

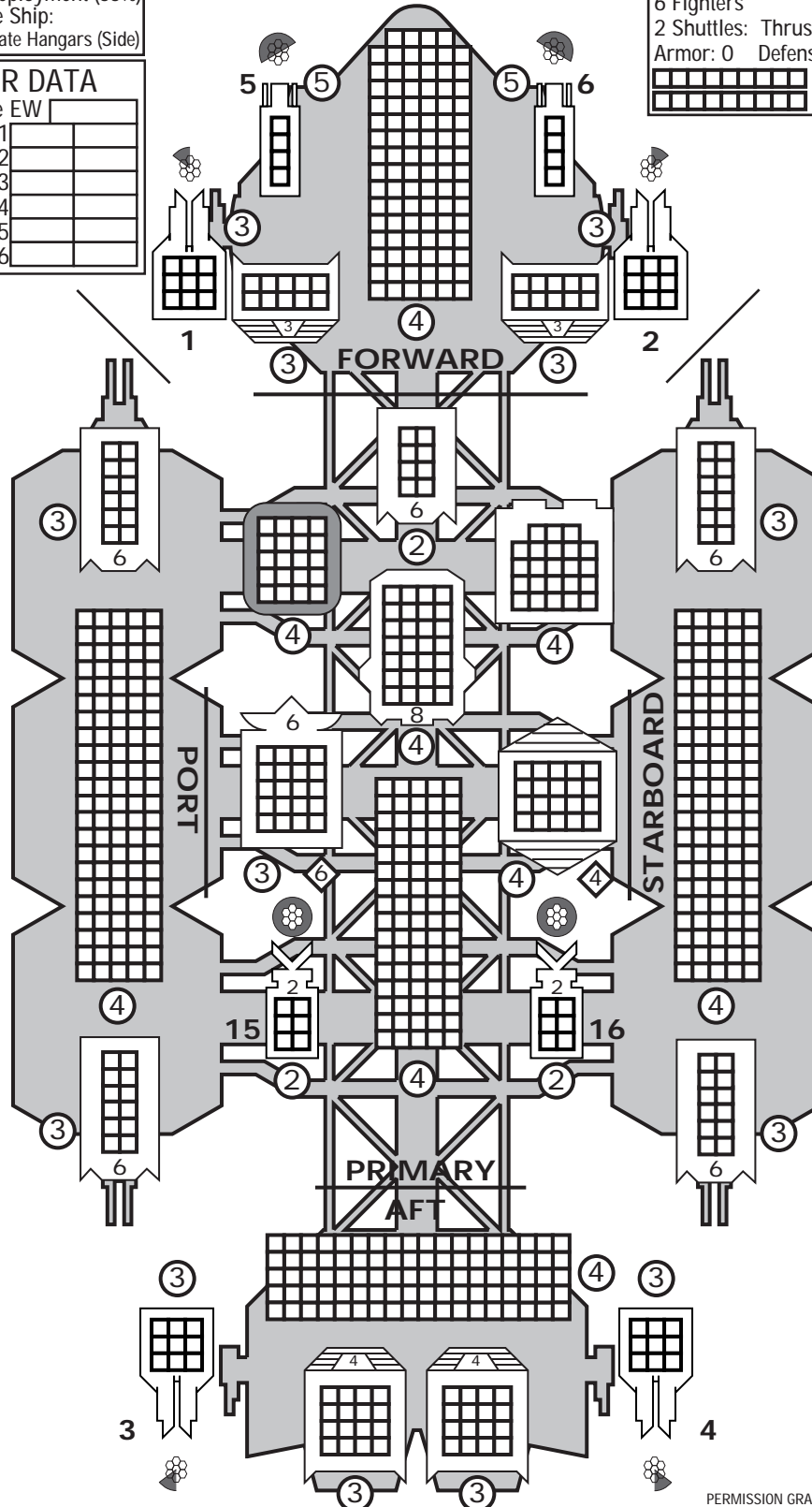
SPECIAL NOTES

Antiquated Sensors
Limited Deployment (33%)
Unreliable Ship:
Inadequate Hangars (Side)

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Targeting Array
- Medium Railgun
- Flak Cannon