

Llort Trathwellvall SCS

SPECS

Class: Capital Ship
In Service: 2259
Point Value: 750
Ramming Factor: 280
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 4/3 x Speed
Turn Delay: 4/3 x Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 4 + 4 Thrust
Roll Cost: 3+3 Thrust

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	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

WEAPON DATA

Med. Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 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

Lt Particle Cannon

Class: Particle
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per hex
Fire Control: +4/+2/+0
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

FORWARD HITS

- 1-3: Retro Thrust
- 4: Lt Particle Cannon
- 5: Twin Array
- 6: Class-R Missile Rack
- 7-10: Class-L Missile Rack
- 11-18: Forward Struct
- 19-20: PRIMARY Hit

PORT SIDE HITS

- 1-3: Port/Stb Thrust
- 4: Lt Particle Cannon
- 5-6: Scattergun
- 7: Class-S Missile Rack
- 8-18: Forward Struct
- 19-20: PRIMARY Hit

STB SIDE HITS

- 1-4: Port/Stb Thrust
- 5-6: Scattergun
- 7: Class-S Missile Rack
- 8-18: Forward Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-8: Scattergun
- 10: Med Plasma Cannon
- 9-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-7: Primary Struct
- 8-9: Hangar
- 10-12: Sensors
- 13-14: Jump Engine
- 15-16: Engine
- 17-19: Reactor
- 20: C & C

SPECIAL NOTES

ELINT Ship
Unique Ship
Unreliable Ship
Power fluctuations
Vulnerable to Critical hits

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

Class-S Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Class-R Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn

Class-L Missile Rack

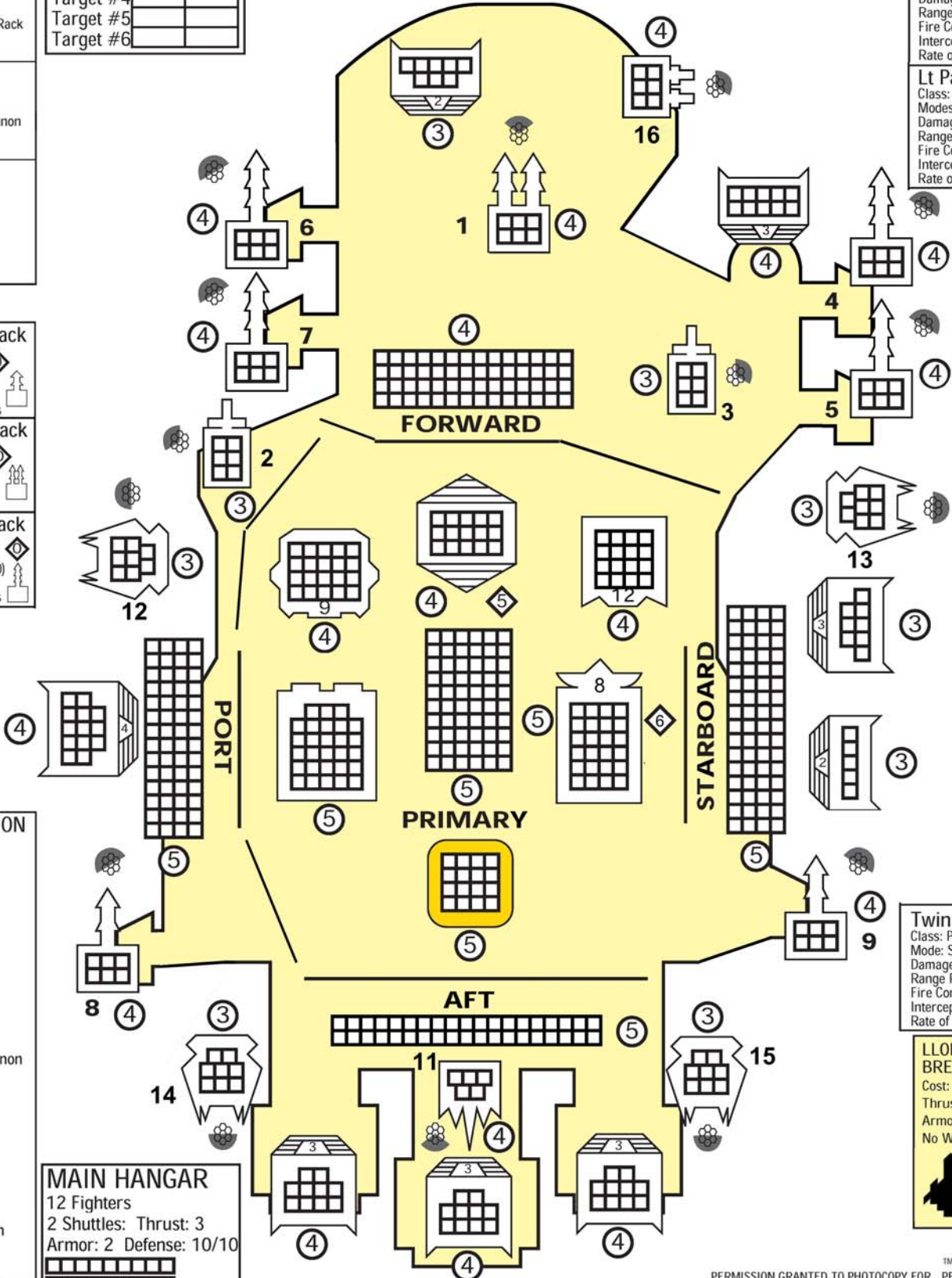
Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Lt Particle Cannon
- Class-S Missile Rack
- Class-R Missile Rack
- Class-L Missile Rack
- Medium Plasma Cannon
- Scattergun

MAIN HANGAR

12 Fighters
2 Shuttles: Thrust: 3
Armor: 2 Defense: 10/10



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

LLORT SKULATTRA BREACHING POD

Cost: 40 Defense: 8/8
Thrust: 8 Offense: +0
Armor: 2 Initiative: +9
No Weapons

