



TC Bengal Strike Carrier



SPECS

Class: Capital Ship
In Service: 2647
Point Value: 1200
Ramming Factor: 260
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 18
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +0

WEAPON DATA

Neutron Bolter
Class: Molecular
Modes: Standard
Damage: 18
Fire Control: +3/+2/+0
Range Penalty: -1/2 hexes
Intercept Rating: N/A
Rate of Fire: 1 per 2 turns

Laser Turret
Class: Laser
Modes: Standard
Damage: 1d10+5
Fire Control: +4/+4/+2
Range Penalty: -1/hex
Intercept Rating: -1
Rate of Fire: 1 per turn

Mass Driver Turret
Class: Matter (Apply Armor)
Modes: Standard
Damage: 1d10+5
Fire Control: +2/+2/+3
Range Penalty: -2 per hex
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-4: Retro Thrust
7-9: Laser Turret
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-9: Laser Turret
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-11: Laser Turret
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Struct
7: Laser Turret
8-9: Shield Generator
10: Jump Drive
11-12: Sensors
13-14: Engine
15-17: Hanger
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

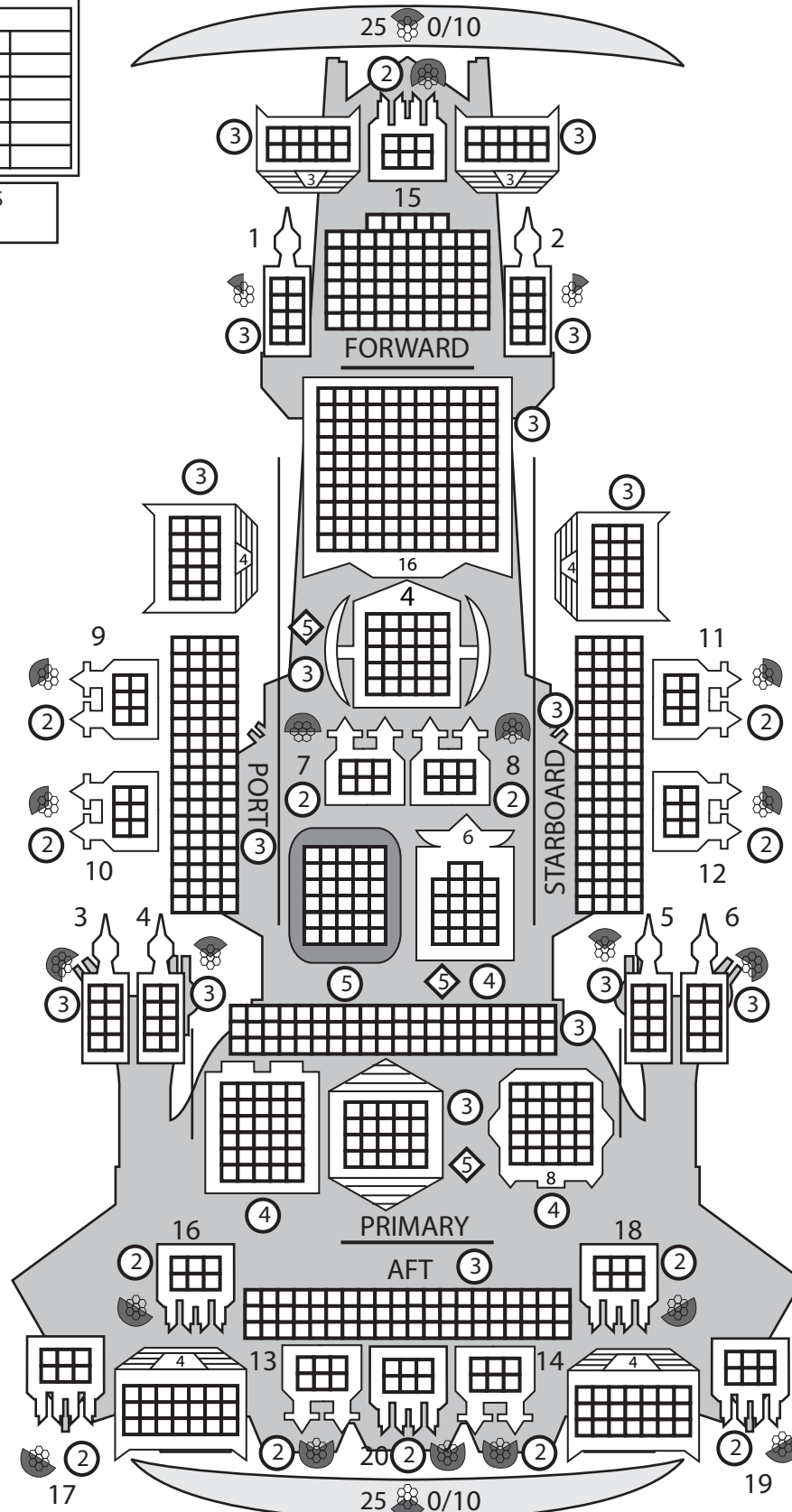
Target #5

Target #6

SPECIAL NOTES

Jump Point Drive

Phase Shields



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Drive
- Reactor
- Hanger
- Neutron Bolter
- Laser Turret
- Mass Driver T.
- Shield Generator
- Shield

HANGER

104 Fighters
6 Shuttles Thrust: 5
Armor: 1 Defense: 8/10
Shield Recharge: 1/Turn

