

TC Tallahassee Cruiser



2ND EDITION

SPECS

Class: Capital Ship
In Service: 2668
Point Value: 1200
Ramming Factor: 275
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +1

WEAPON DATA

Anti-Matter Turret
Class: Anti-Matter
Modes: Standard
Damage: 2d10+14
Range Penalty: -1 per hex
Fire Control: +3/+3/+1
Intercept Rating: n/a
Rate of Fire: 1 per turn

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

CapShip Missile Launcher
Class: Ballistic
Missiles: 1
Damage: Special
Range Penalty: Special
Fire Control: Special

Light Torpedo Tube
Class: Ballistic
Modes: Flash
Damage: 50
Range: 20 hexes
Fire Control: Special
Rate of Fire: 1 per 3
Intercept Rating: N/A

Magazine Status

#1
#2

FORWARD HITS

1-5: Retro Thrust
6-8: Laser Turret
9-10: Anti-Matter Turret
11: Light Torpedo Tube
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Laser Turret
7-10: PRIMARY AMTurret
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Laser Turret
10: Hanger
11-12: Anti-Matter Turret
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Struct
7: CS Missile Launcher
8-10: Anti-Matter Turret
11-12: Shield Generator
13: Jump Drive
14-15: Sensors
16-17: Engine
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

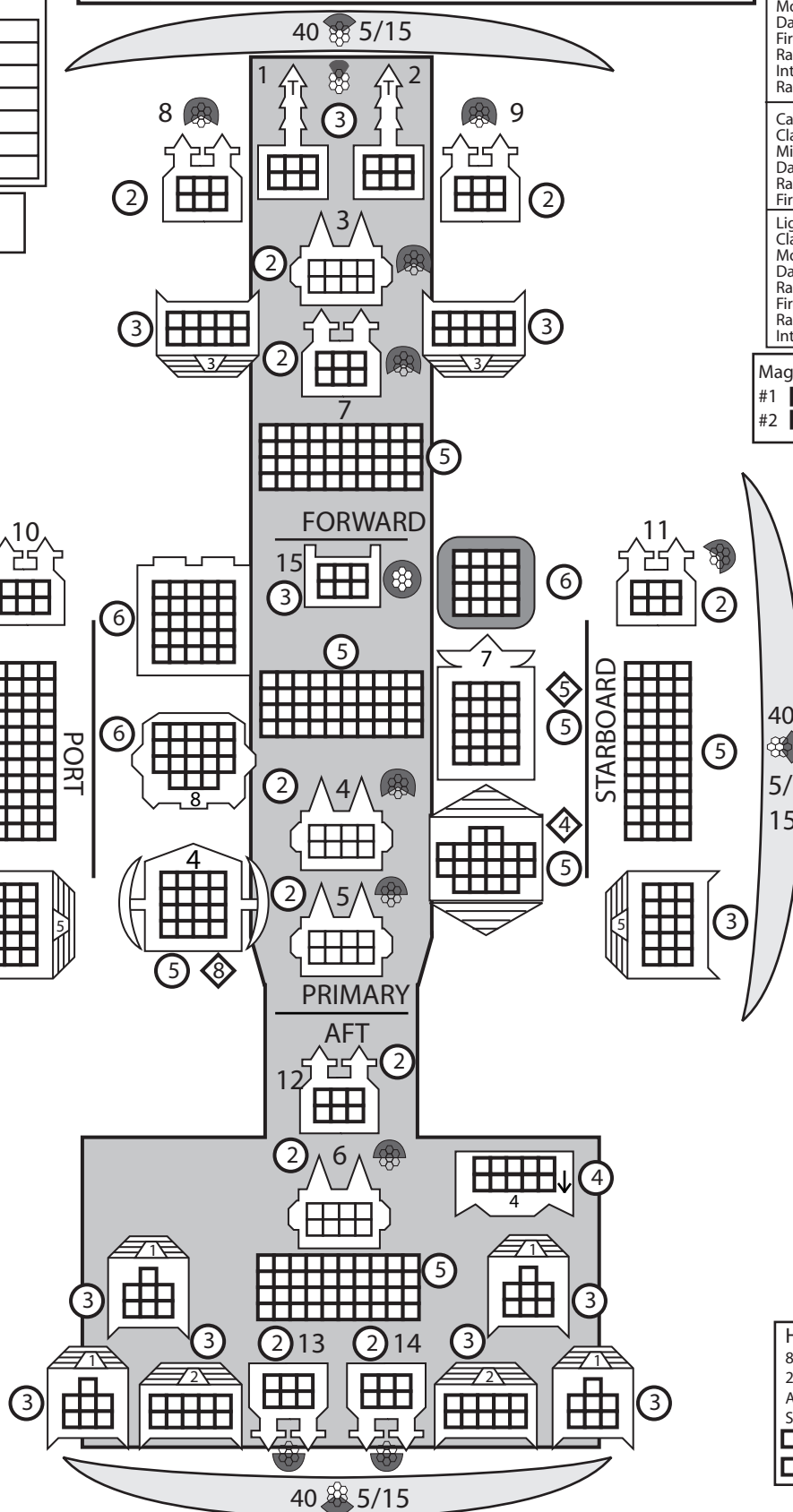
Target #6

SPECIAL NOTES

Jump Point Drive
Phase Shields

ICON RECOGNITION

- Thrustur
- C & C
- Sensors
- Engine
- Jump Drive
- Reactor
- Hanger
- Laser Turret
- Anti-Matter Turret
- Light Torpedo Tube
- CS Missile Launcher
- Shield Generator
- Shield



HANGER

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