

Rogolon Tolov Warship

SPECS

Class: Capital Ship
In Service: 1975
Point Value: 575
Ramming Value: 180
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 17
Engine Efficiency: 3/1
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

WEAPON DATA

Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Class-SO Missile Rack
Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-6: Retro Thrust
7: Catapult
8-10: Hvy Plasma Cannon
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Port/Stb Hangar
8-9: Hvy Plasma Cannon
10-11: Missile Rack
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-9: Main Thrust
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SENSOR DATA

Defensive EW

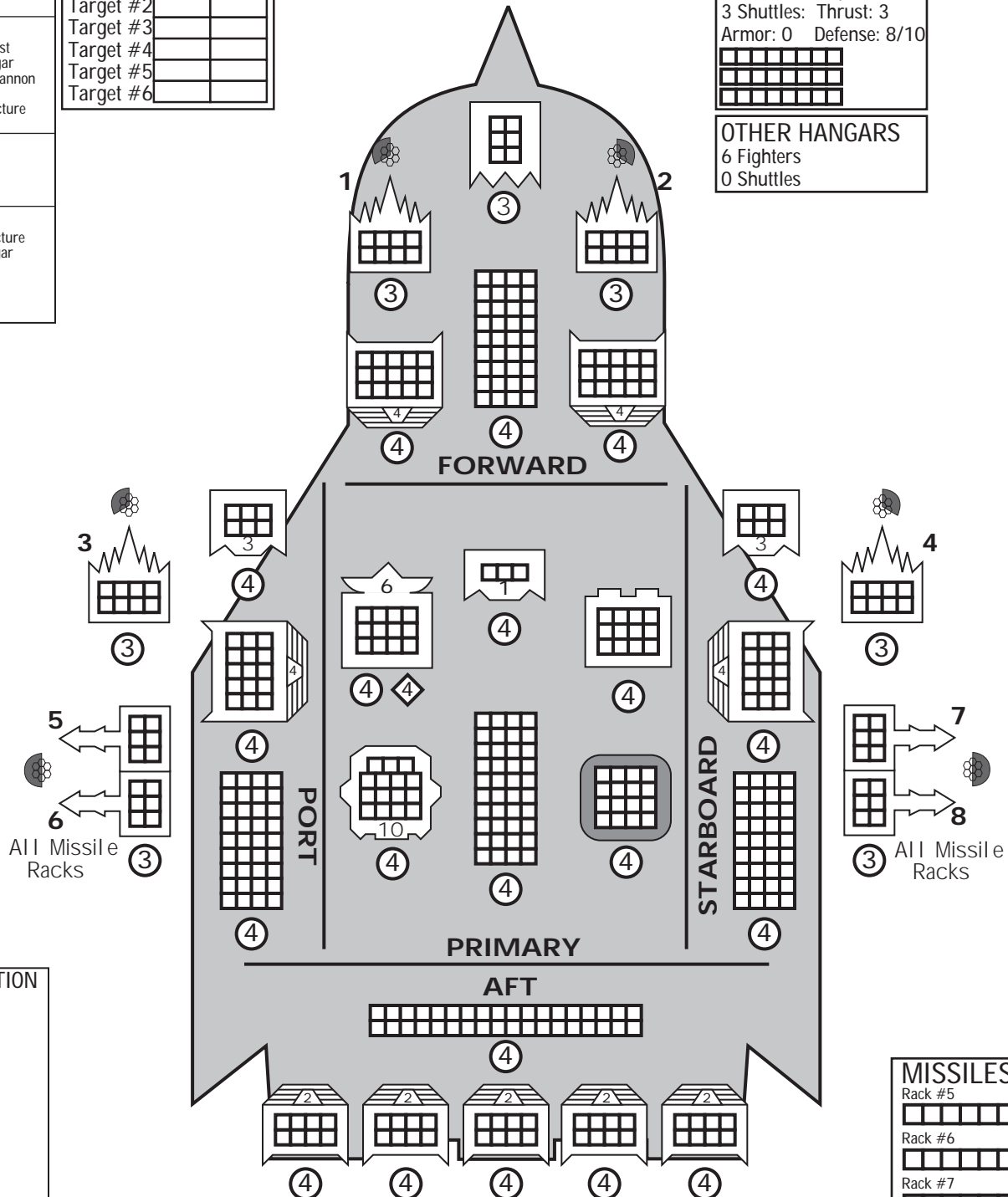
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

HANGAR

0 Fighters
1 SHF (On Catapult)
3 Shuttles: Thrust: 3
Armor: 0 Defense: 8/10

OTHER HANGARS

6 Fighters
0 Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Catapult
- Heavy Plasma Cannon
- Class-SO Missile Rack

MISSILES

Rack #5	
Rack #6	
Rack #7	
Rack #8	