



Tokati Tarantula Freighter

SPECS

Class: Capital Ship
In Service: 2203
Point Value: 250
Ramming Factor: 180
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: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 18
Engine Efficiency: 5/1
Extra Power: 0
Initiative Penalty: -6

WEAPON DATA

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

Lt Particle Projector

Class: Particle
Modes: Standard
Damage: 1d6+4
Range Penalty: -2 per hex
Fire Control: +2/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-6: Retro Thrust
7-8: Particle Projector
9-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
7-8: Lt Particle Projector
9-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Lt Particle Projector
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-12: Cargo
13-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

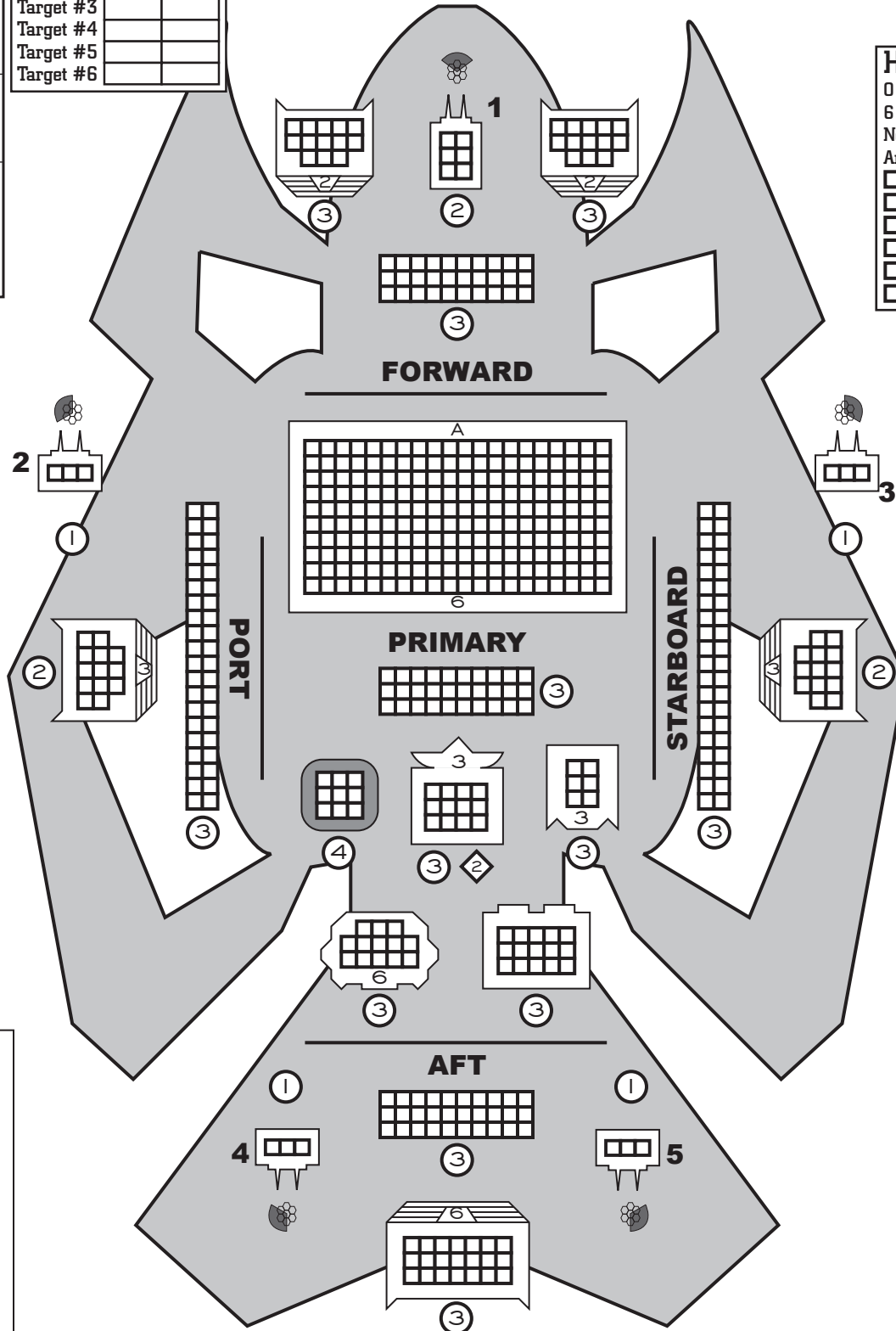
Target #2

Target #3

Target #4

Target #5

Target #6



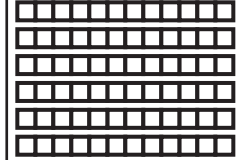
HANGAR

0 Fighters

6 Cargo Shuttles:

No Weapon Thrust: 3

Armor: 0 Defense: 12/12



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Particle Projector
- Light Particle Projector