

# Torata Atlac Corvette

## SPECS

Class: Medium Ship  
In Service: 2243  
Point Value: 400  
Ramming Factor: 50  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 12  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

## HANGAR

0 Fighters  
1 Shuttle: Thrust: 5  
Armor: 0 Defense: 9/10



## WEAPON DATA

**Particle Accelerator**  
Class: Particle  
Mode: Raking  
Damage: 2d10+14  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+4/+2  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns  
*Special: Can fire at an accelerated ROF for less damage, as shown below:*

1 per turn: 1d10+6 / Int -2

## FORWARD HITS

1-4: Retro Thrust  
5-6: Particle Accelerator  
7-10: Lt Particle Beam  
11-16: Structure  
17-20: PRIMARY Hit

## AFT HITS

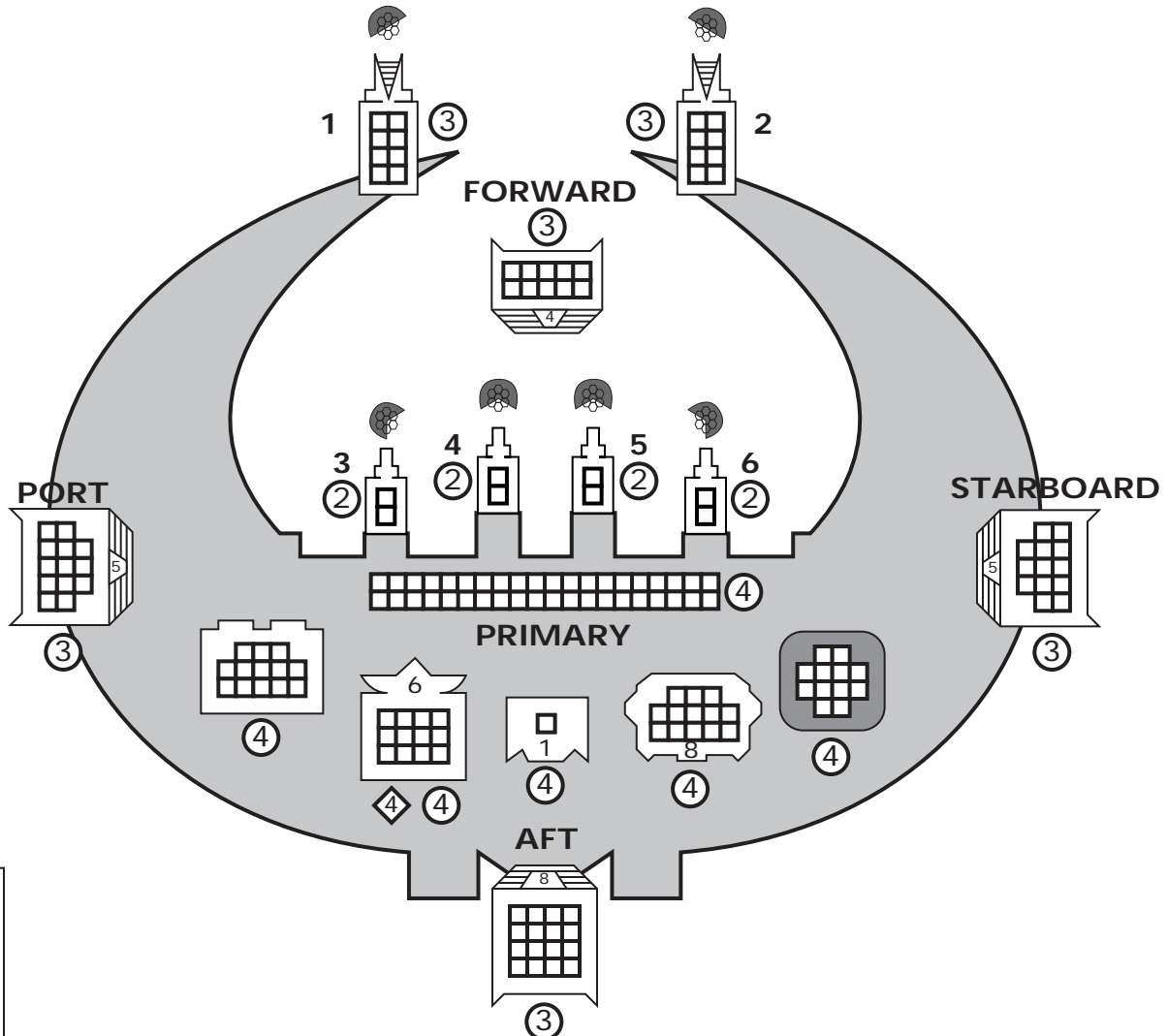
1-6: Main Thrust  
7-8: Lt Particle Beam  
9-16: Structure  
17-20: PRIMARY Hit

## PRIMARY HITS

1-8: Port/Stb Thrust  
9-11: Sensors  
12-14: Engine  
15-16: Hangar  
17-19: Reactor  
20: C & C

## SENSOR DATA

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



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Particle Accelerator
- Light Particle Beam