

Torata Heltaka Logistics Cruiser

SPECS

Class: Capital Ship
In Service: 2256
Point Value: 600
Ramming Factor: 240
Jump Delay: 27 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 17
Stb/Port Defense: 18
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	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Plasma Accelerator
Class: Plasma
Mode: Standard
Damage: 4d10+12 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Can fire at an accelerated ROF for less damage, as shown below:
1 per turn: 1d10+4 -1/hex
1 per 2 turns: 2d10+8 -1/hex

Pentagon Array
Class: Particle
Mode: Raking (Special)
Damage: 5 sub-volleys of 1d10
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -5
Rate of Fire: 1 per turn
Special: Scores each 1d10 as a separate sub-volley.

FORWARD HITS

1-6: Retro Thrust
7-8: Plasma Accelerator
9-11: Pentagon Array
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-10: Cargo
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Pentagon Array
9-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Struct
11-12: Jump Drive
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Accel Cost 3 without pods

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

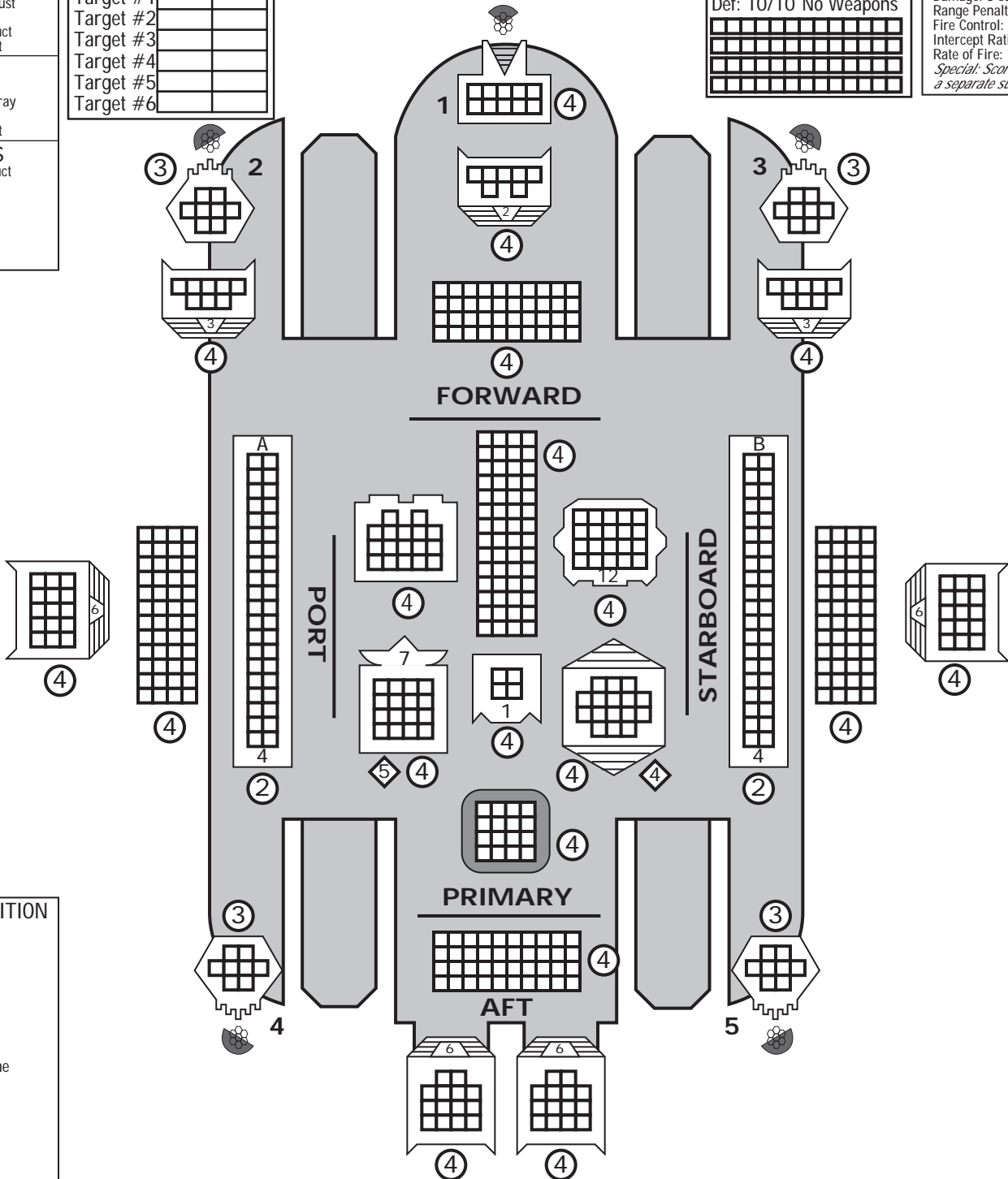
HANGAR

0 Fighters

4 Cargo Shuttles

Thrust: 4 Armor: 0

Def: 10/10 No Weapons



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo
- Plasma Accelerator
- Pentagon Array