

# Torata Golthar Advanced Cruiser

## SPECS

Class: Capital Ship  
In Service: 2269  
Point Value: 800  
Ramming Factor: 250  
Jump Delay: 27 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 17  
Stb/Port Defense: 15  
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	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

## HANGAR

12 Fighters  
2 Shuttles: Thrust: 5  
Armor: 0 Defense: 9/10

## WEAPON DATA

**Imp.Laser Accelerator**  
Class: Laser  
Mode: Raking  
Damage: 4d10+20  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+3/+1  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns  
*Special: Can fire at an accelerated ROF for less damage, as shown below:*  
1 per 2 turns: 2d10+8  
1 per 3 turns: 3d10+12

**Im.Plasma Accelerator**  
Class: Plasma  
Mode: Standard  
Damage: 4d10+12 (-1 per hex)  
Range Penalty: -1 per hex  
Fire Control: +4/+2/-3  
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: 2d10+6 -1/hex  
1 per 2 turns: 3d10+8 -1/hex

**Pentagon Array**  
Class: Particle  
Mode: Raking (Special)  
Damage: 5 sub-volleys of 1d10+2  
Range Penalty: -1 per hex  
Fire Control: +4/+4/+4  
Intercept Rating: -5  
Rate of Fire: 1 per turn  
*Special: Scores each 1d10+2 as a separate sub-volley.*

## FORWARD HITS

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

## SIDE HITS

1-4: Port/Stb Thrust  
5-6: Laser Accelerator  
7-8: Pentagon Array  
9-18: 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

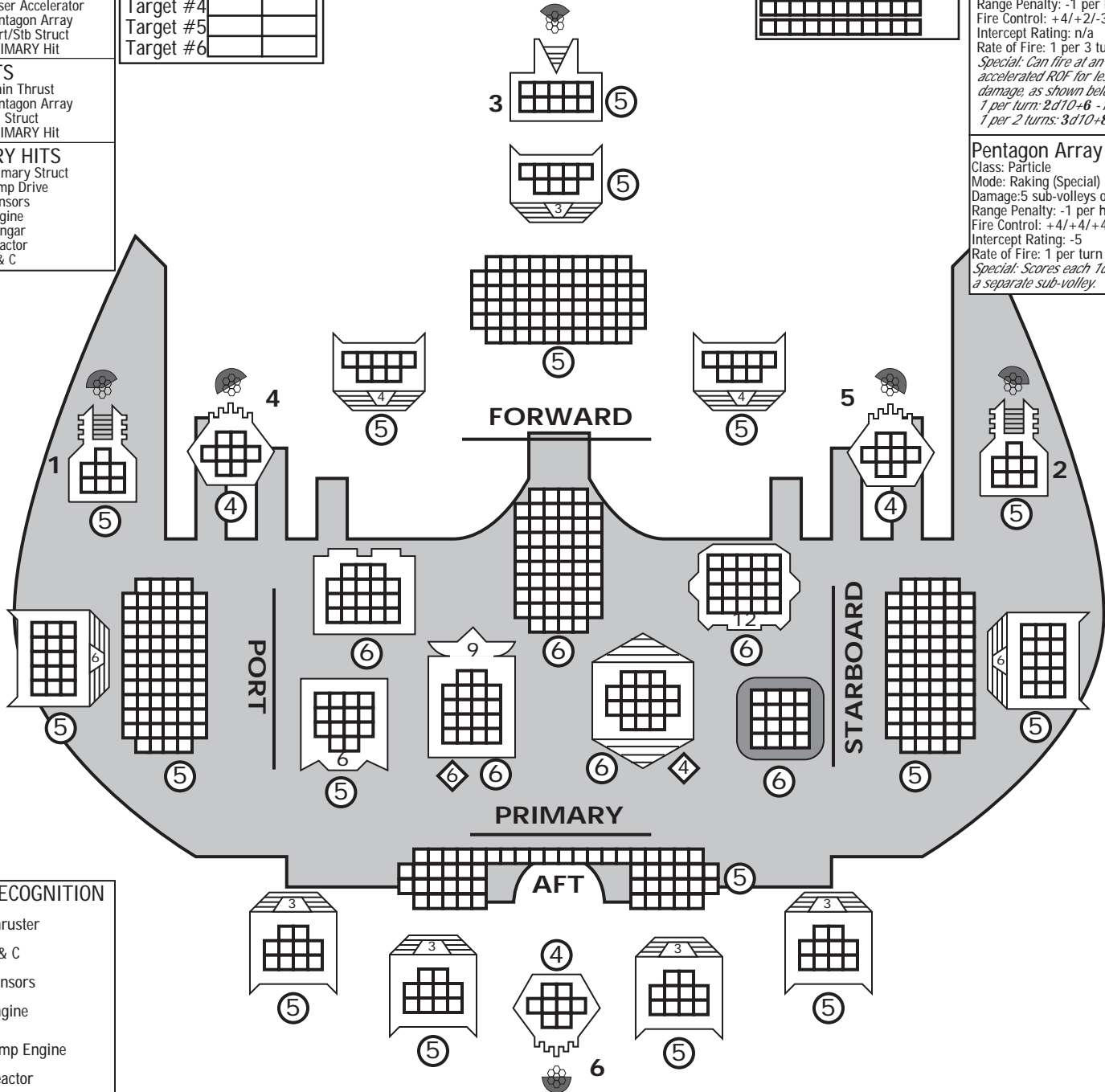
## PRIMARY HITS

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

## SENSOR DATA

Defensive EW

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



## ICON RECOGNITION

