





Torata Clovant Medium Scout

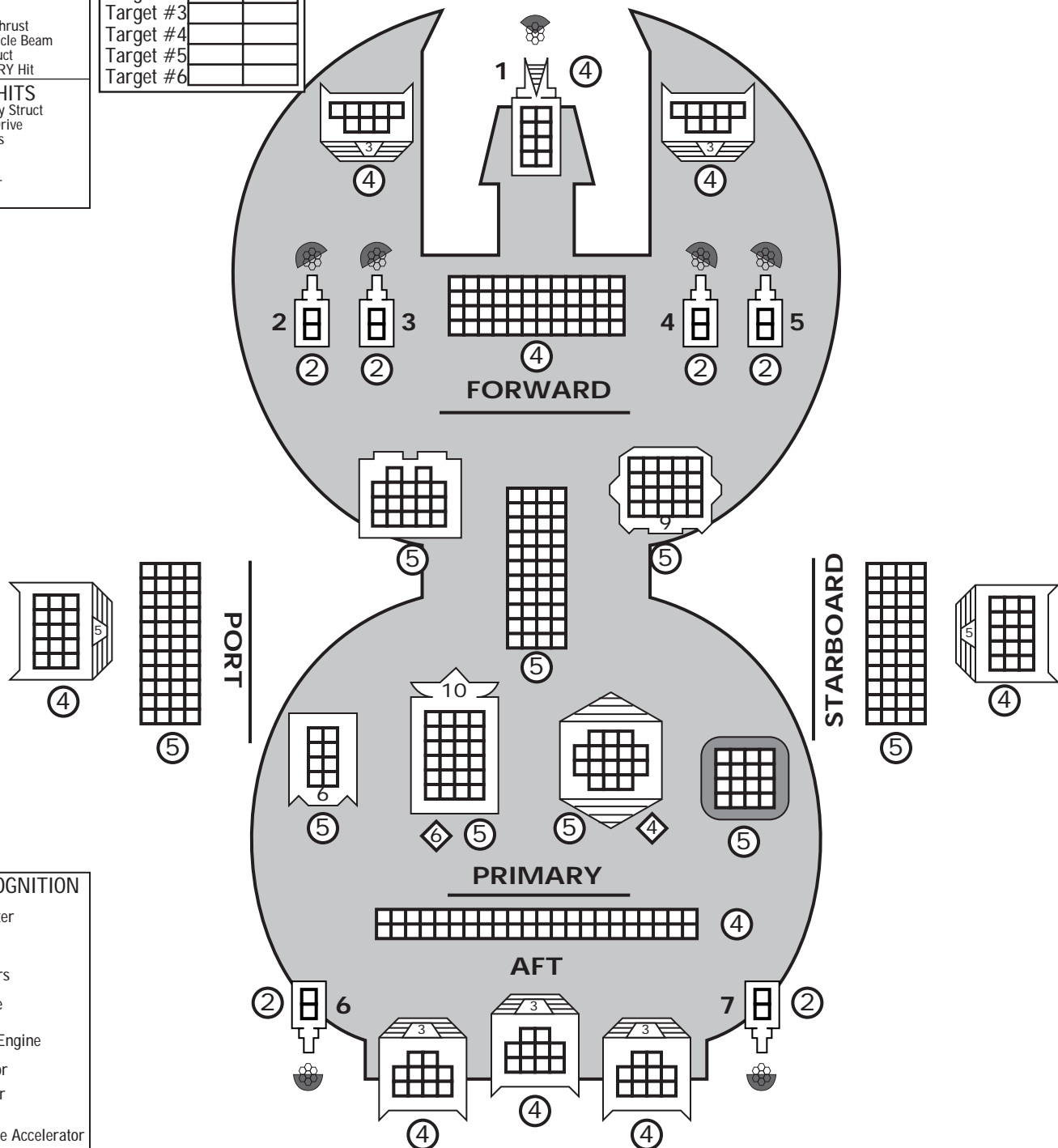
SPECS		MANEUVERING						COMBAT STATS					
Class: Capital Ship		Turn Cost: 1 x Speed						Fwd/Aft Defense: 15					
In Service: 2224		Turn Delay: 1 x Speed						Stb/Port Defense: 16					
Point Value: 650		Accel/Decel Cost: 3 Thrust						Engine Efficiency: 3/1					
Ramming Factor: 230		Pivot Cost: 3+3 Thrust						Extra Power: +0					
Jump Delay: 27 Turns		Roll Cost: 3+3 Thrust						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	
Particle Accelerator	
Class: Particle	
Mode: Raking	
Damage: 2d10+14	
Range Penalty: -1 per 2 hexes	
Fire Control: +A/+A/+2	
Intercept Rating: -1	
Rate of Fire: 1 per 2 turns	
<i>Special: Can fire at an accelerated ROF for less damage, as shown below:</i>	
<i>1 per turn: 1d10+6 / Int -2</i>	
Lt Particle Beam	
Class: Particle	
Modes: Standard	
Damage: 1d10+4	
Range Penalty: -2 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: -2	
Rate of Fire: 1 per turn	










<p>FORWARD HITS</p> <p>1-5: Retro Thrust 6-7: Particle Accelerator 8-12: Lt Particle Beam 13-18: Forward Struct 19-20: PRIMARY Hit</p>	<p>SIDE HITS</p> <p>1-6: Port/Stb Thrust 7-18: Port/Stb Struct 19-20: PRIMARY Hit</p>
<p>AFT HITS</p> <p>1-6: Main Thrust 7-8: Lt Particle Beam 9-18: Aft Struct 19-20: PRIMARY Hit</p>	<p>PRIMARY HITS</p> <p>1-10: Primary Struct 11-12: Jump Drive 13-14: Sensors 15-16: Engine 17: Hangar 18-19: Reactor 20: C & C</p>

SPECIAL NOTES		
Limited Deployment (33%)		
ELINT Ship		
SENSOR DATA		
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

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



ICON RECOGNITION

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