



Torota Gorac Fast Frigate

SPECS

Class: Medium Ship
In Service: 2219
Point Value: 300
Ramming Factor: 50
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
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	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

WEAPON DATA

Particle Accelerator
Class: Particle
Modes: 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

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

FORWARD HITS

1-5: Retro Thrust
6-7: Particle Accelerator
8-10: Lt Particle Beam
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Lt Particle Beam
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-9: Port/Stb Thrust
10-12: Sensors
13-15: Engine
16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES

Agile Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

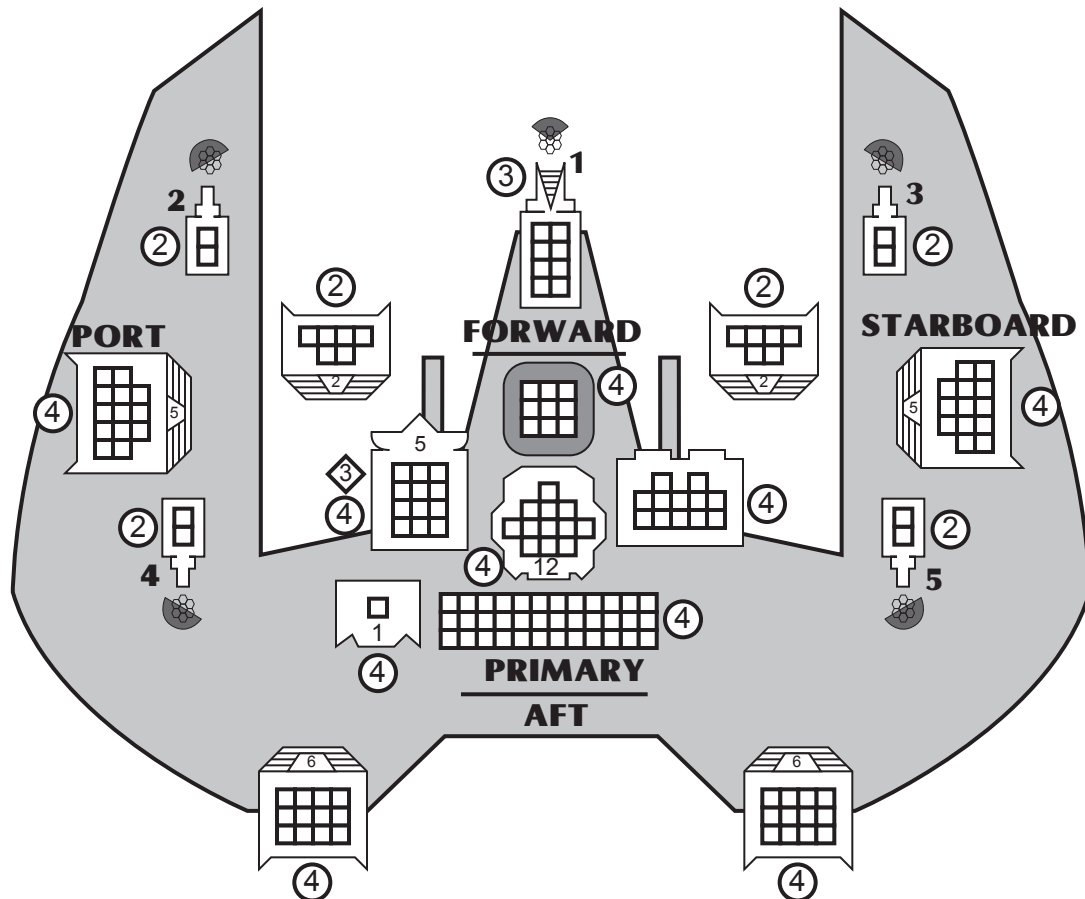
HANGAR

0 Fighters

1 Shuttles: Thrust: 4

Armor: 1 Defense: 10/12

■■■■■■■■



ICON RECOGNITION

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