

Torata Alover Scout Carrier

SPECS

Class: Capital Ship
In Service: 2255
Point Value: 675
Ramming Factor: 230
Jump Delay: 27 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 16
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	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

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.

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

HANGAR

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

FORWARD HITS

1-5: Retro Thrust
6-7: Pentagon Array
8-12: Lt Particle Beam
13-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
7-18: 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

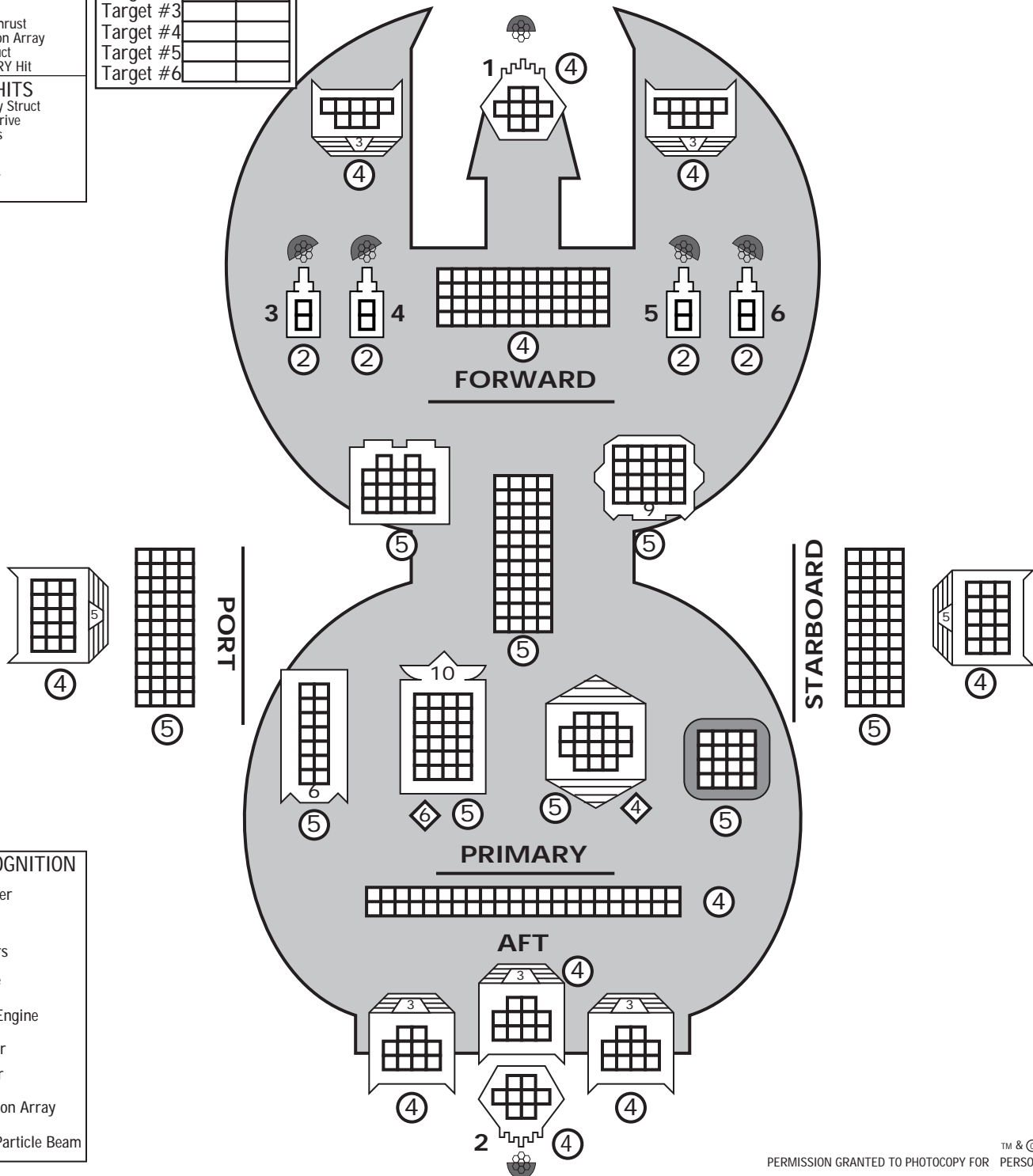
1-10: Primary Struct
11-12: Jump Drive
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Limited Deployment (33%)
ELINT Ship

SENSOR DATA

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Pentagon Array
- Light Particle Beam