

Torata Toglat System Monitor

SPECS

Class: Capital Ship
In Service: 2242
Point Value: 800
Ramming Factor: 290
Jump Delay: N/A

MANEUVERING

Turn Cost: 3/2 Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 6 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 18
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: +0
Initiative Penalty: -2

WEAPON DATA

Laser Accelerator
Class: Laser
Mode: Raking
Damage: 4d10+16
Range Penalty: -1 per 3 hexes
Fire Control: +2/+2/+0
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+6
1 per 3 turns: 3d10+10

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
6-9: Laser Accelerator
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5: Laser Accelerator
6-13: Light Particle Beam
14-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-12: Primary Struct
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

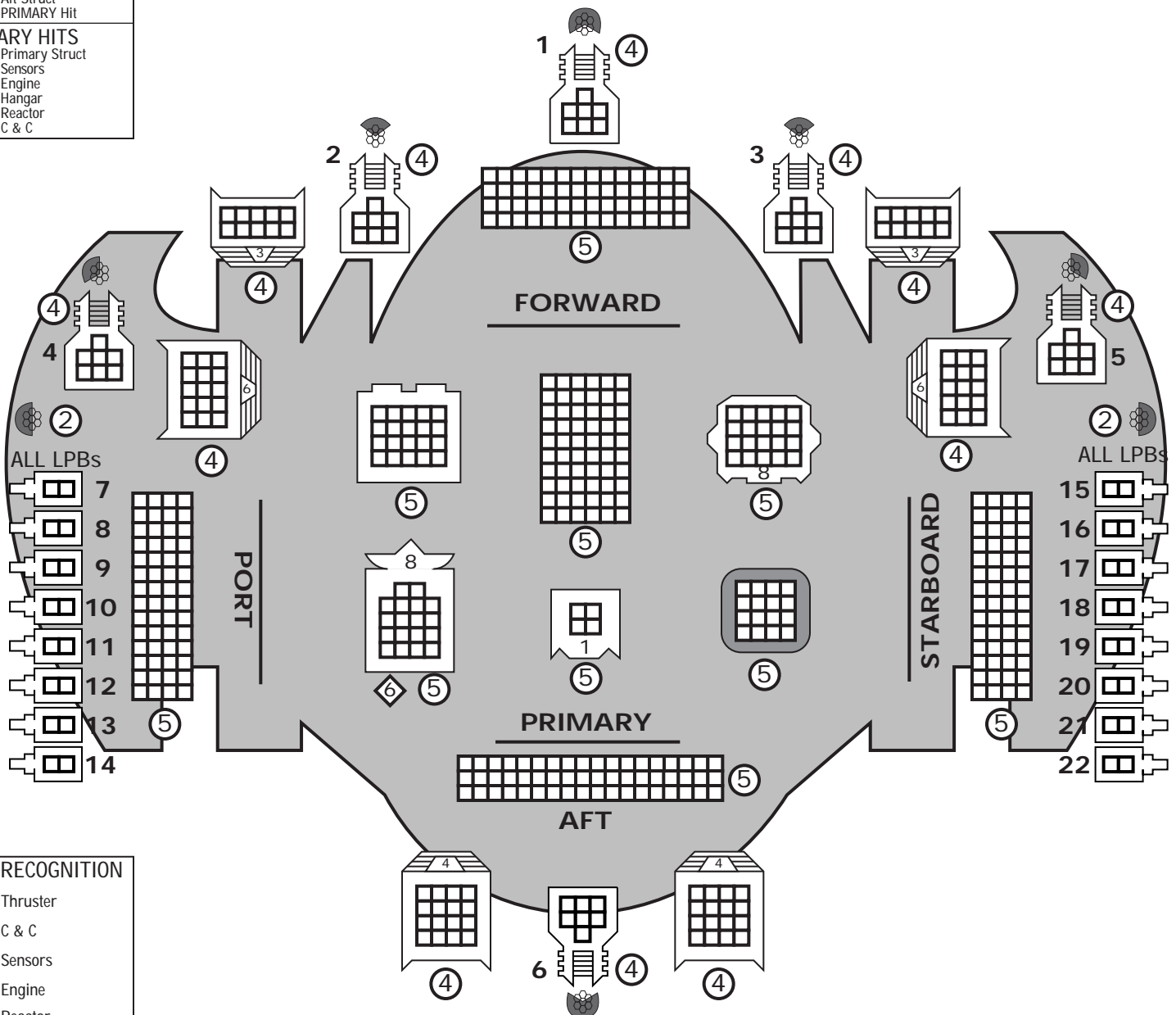
Target #6

HANGAR

0 Fighters

4 Shuttles: Thrust: 5

Armor: 0 Defense: 9/10



ICON RECOGNITION

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