



Torata Fathar Plasma Cruiser

SPECS

Class: Capital Ship
In Service: 2227
Point Value: 525
Ramming Factor: 250
Jump Delay: 27 Turns

MANEUVERING

Turn Cost: 1 x 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
Sth/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

WEAPON DATA

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

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

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	2	3	4	4	5	6	6	7	8	8

HANGAR

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

FORWARD HITS

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

SIDE HITS

1-4: Port/Sth Thrust
5-6: Plasma Accelerator
7-8: Lt Particle Beam
9-18: Port/Sth Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Lt Particle Beam
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

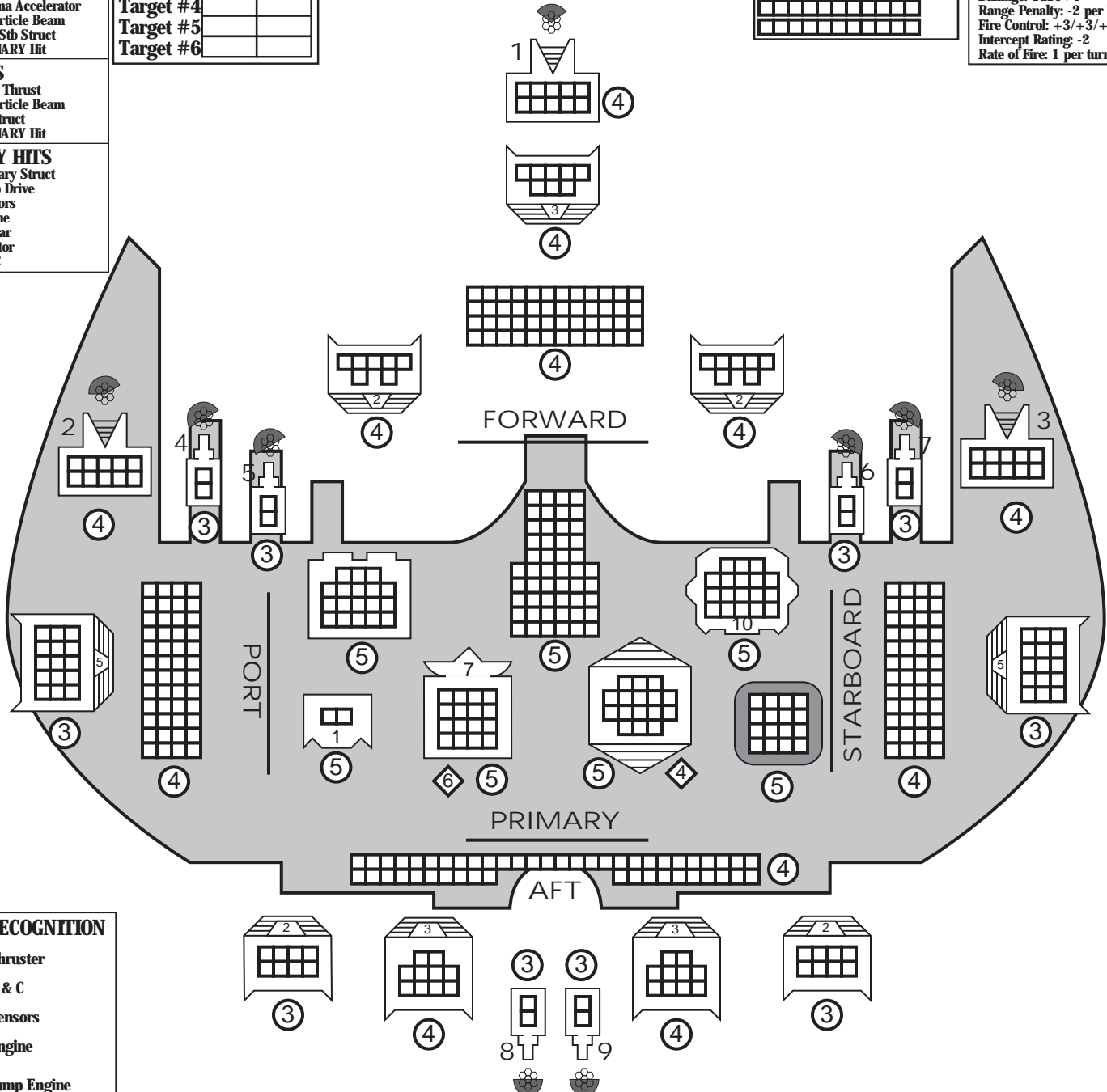
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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