

Torata Atlat Advanced Corvette

SPECS

Class: Medium Ship
In Service: 2269
Point Value: 500
Ramming Factor: 50
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 12
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +14

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

HANGAR

0 Fighters
1 Shuttle: Thrust: 5
Armor: 0 Defense: 9/10
[] [] [] [] [] [] [] [] [] []

WEAPON DATA

Ad.Particle Accelerator
Class: Particle
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +5/+5/+3
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: 2d10+6 / Int -2

Adv. Twin Array

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS

1-4: Retro Thrust
5-6: Particle Accelerator
7-10: Adv. Twin Array
11-16: Structure
17-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Adv. Twin Array
9-16: Structure
17-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-11: Sensors
12-14: Engine
15-16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES

Agile Ship

SENSOR DATA

Defensive EW []

Target #1 [] []

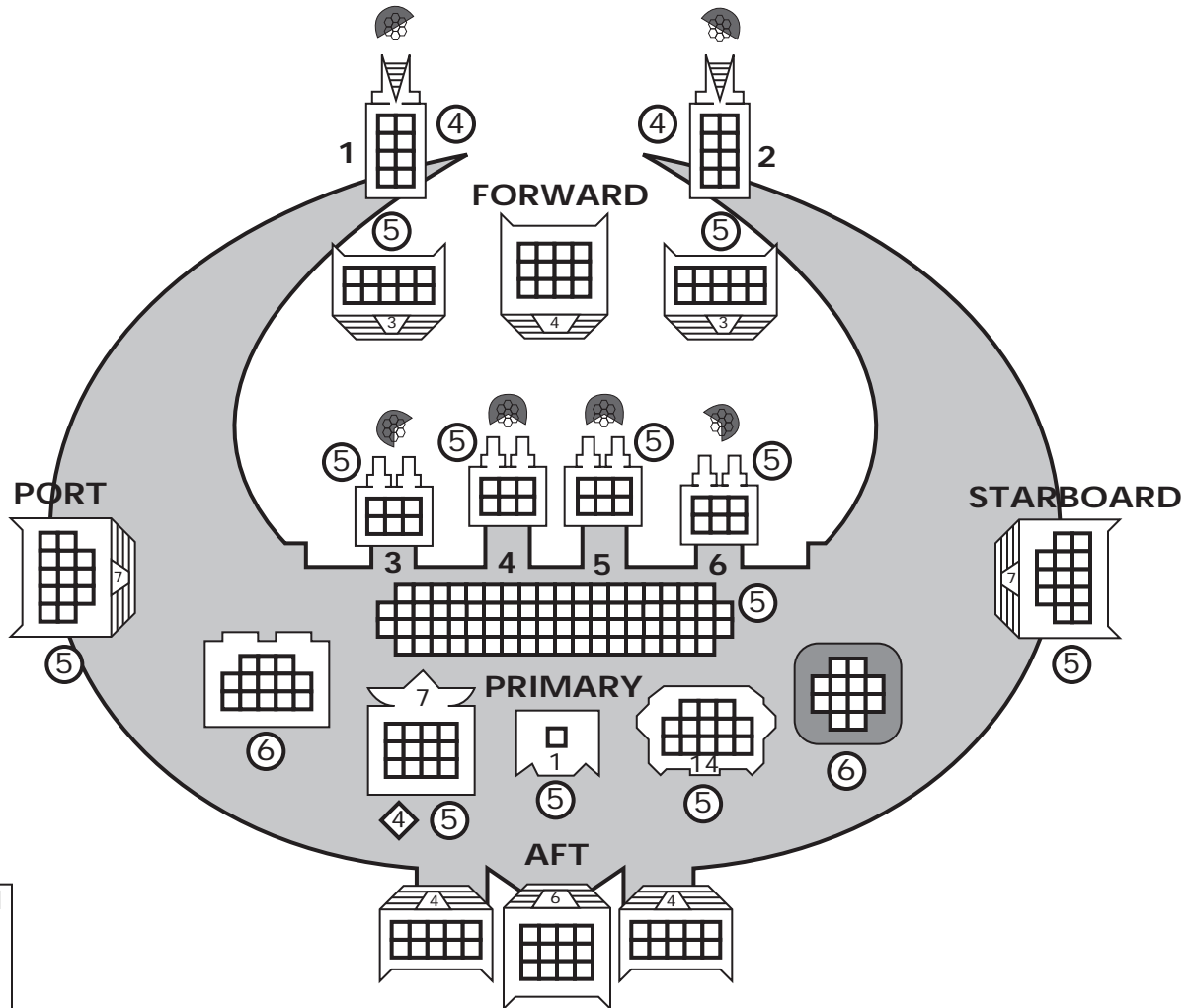
Target #2 [] []

Target #3 [] []

Target #4 [] []

Target #5 [] []

Target #6 [] []



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Ad.Particle Accelerator
- Adv. Twin Array