

# Torata Dartoc Strike Cruiser

## SPECS

Class: Capital Ship  
In Service: 2260  
Point Value: 650  
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  
Stb/Port Defense: 15  
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	2	3	4	4	5	6	6	7	8	8

## HANGAR

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

## SIDE HANGARS

6 Fighters Each  
0 Shuttles

## 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

### 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.*

## FORWARD HITS

1-6: Retro Thrust  
7-8: Laser Accelerator  
9-10: Pentagon Array  
11-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-6: Laser Accelerator  
7-8: Port/Stb Hangar  
9-18: 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: Main Hangar  
18-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

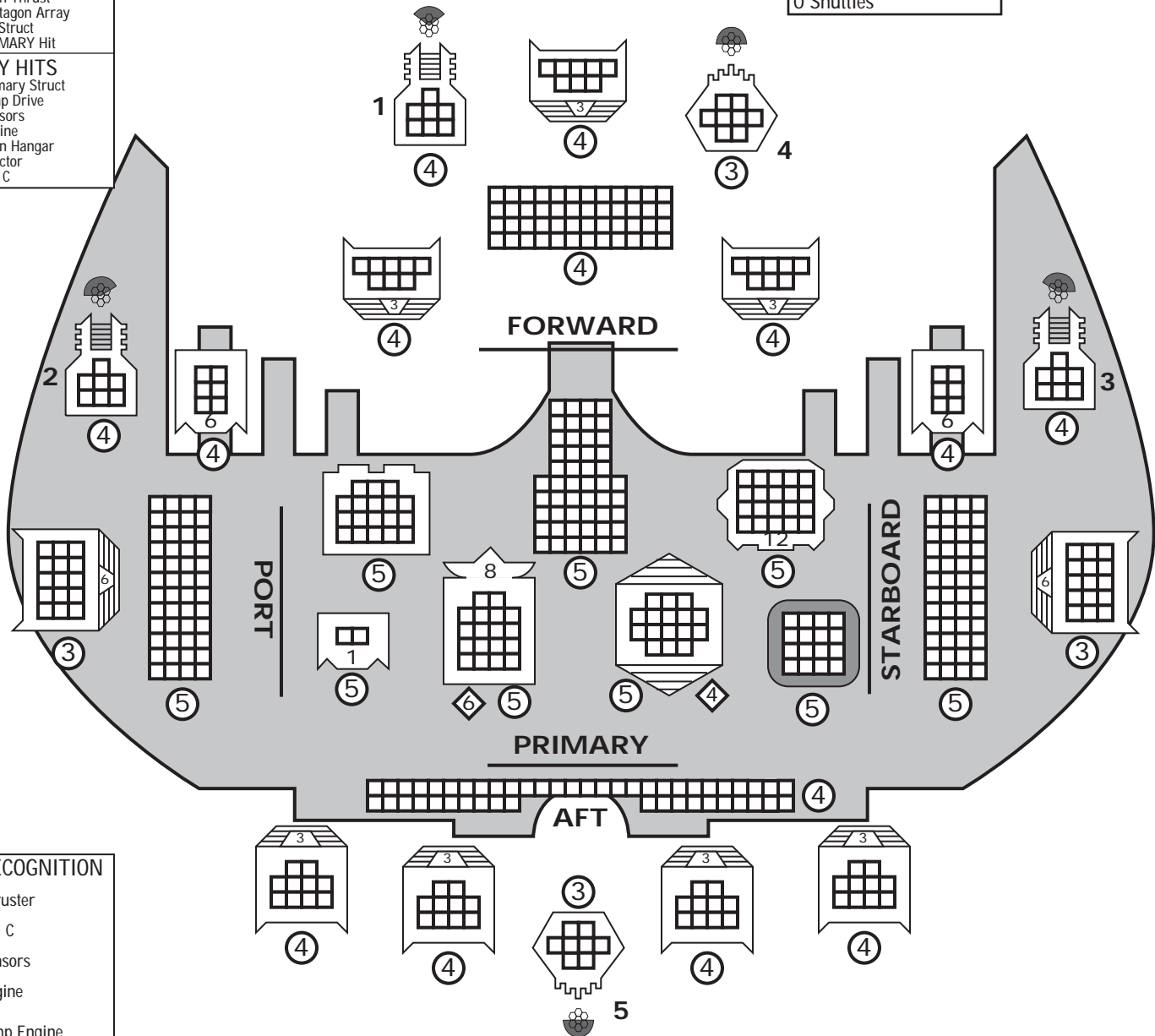
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Laser Accelerator
- Pentagon Array