



Torata Latrac Defender

SPECS

Class: Capital Ship
In Service: 2261
Point Value: 700
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

WEAPON DATA

Pulse Accelerator

Class: Particle
Mode: Pulse
Damage: 12 1d3 times
Maximum Pulses: 4
Pulse Grouping: +1 per 5
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/+1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Can fire at an accelerated ROF for less pulses, as shown below:
1 per 2 turns: 3 pulses, 1d2 hit
1 per turn: 2 pulses, 1 hit

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.

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
7-9: Pulse Accelerator
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Pulse Accelerator
7-8: Pentagon Array
9-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Pentagon Array
9-10: Pulse Accelerator
11-18: 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

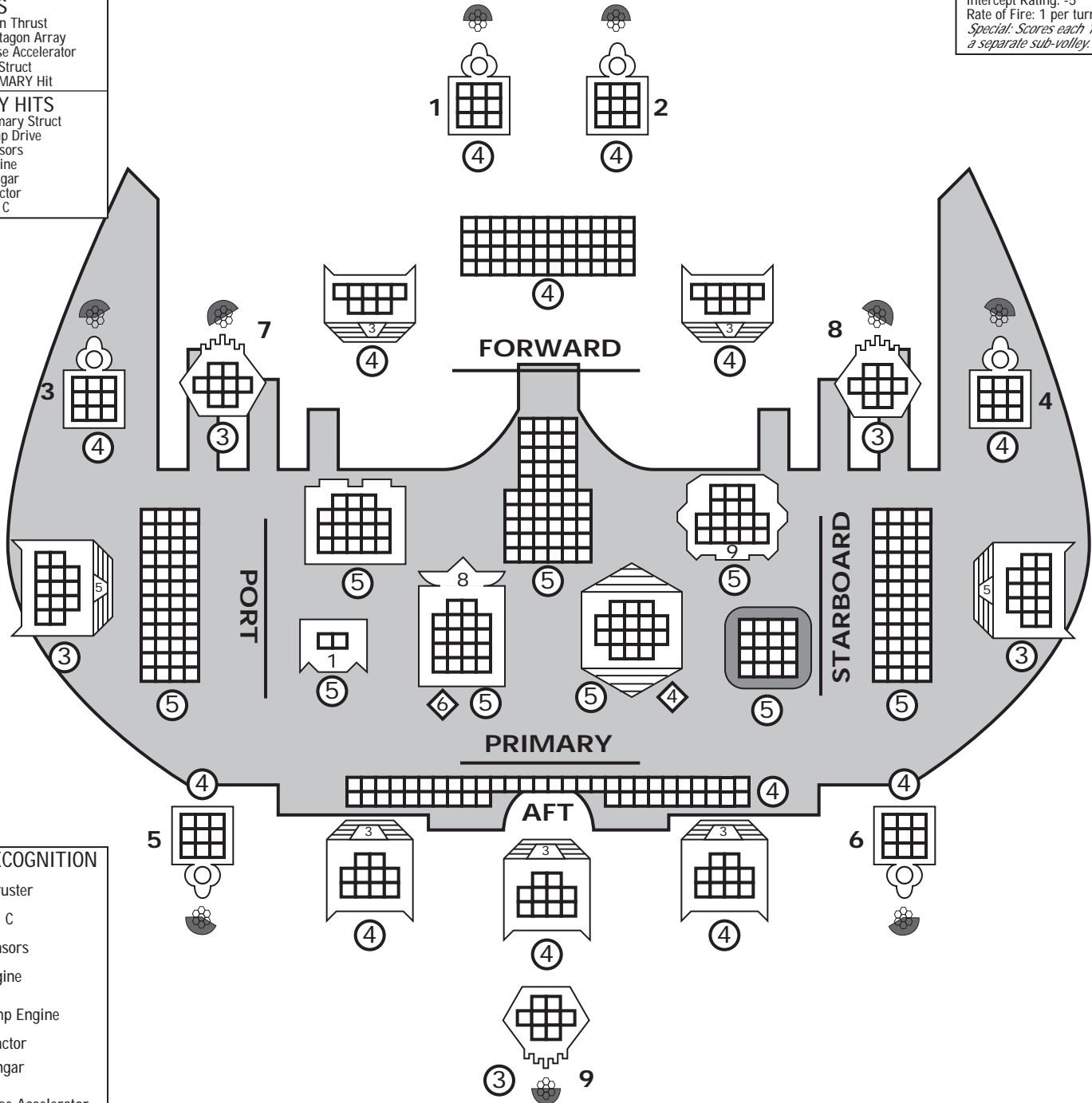
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Pulse Accelerator
- Pentagon Array