



Torata Tacdon Escort Corvette

SPECS

Class: Medium Ship
In Service: 2257
Point Value: 400
Ramming Factor: 50
Jump Delay: N/A

MANEUVERING


Turn Cost: 2/3 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: +6
Initiative Bonus: +12

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

WEAPON DATA

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.

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

HANGAR

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



FORWARD HITS

1-4: Retro Thrust
5-6: Pentagon Array
7-10: Lt Particle Beam
11-16: Structure
17-20: PRIMARY Hit

AFT HITS

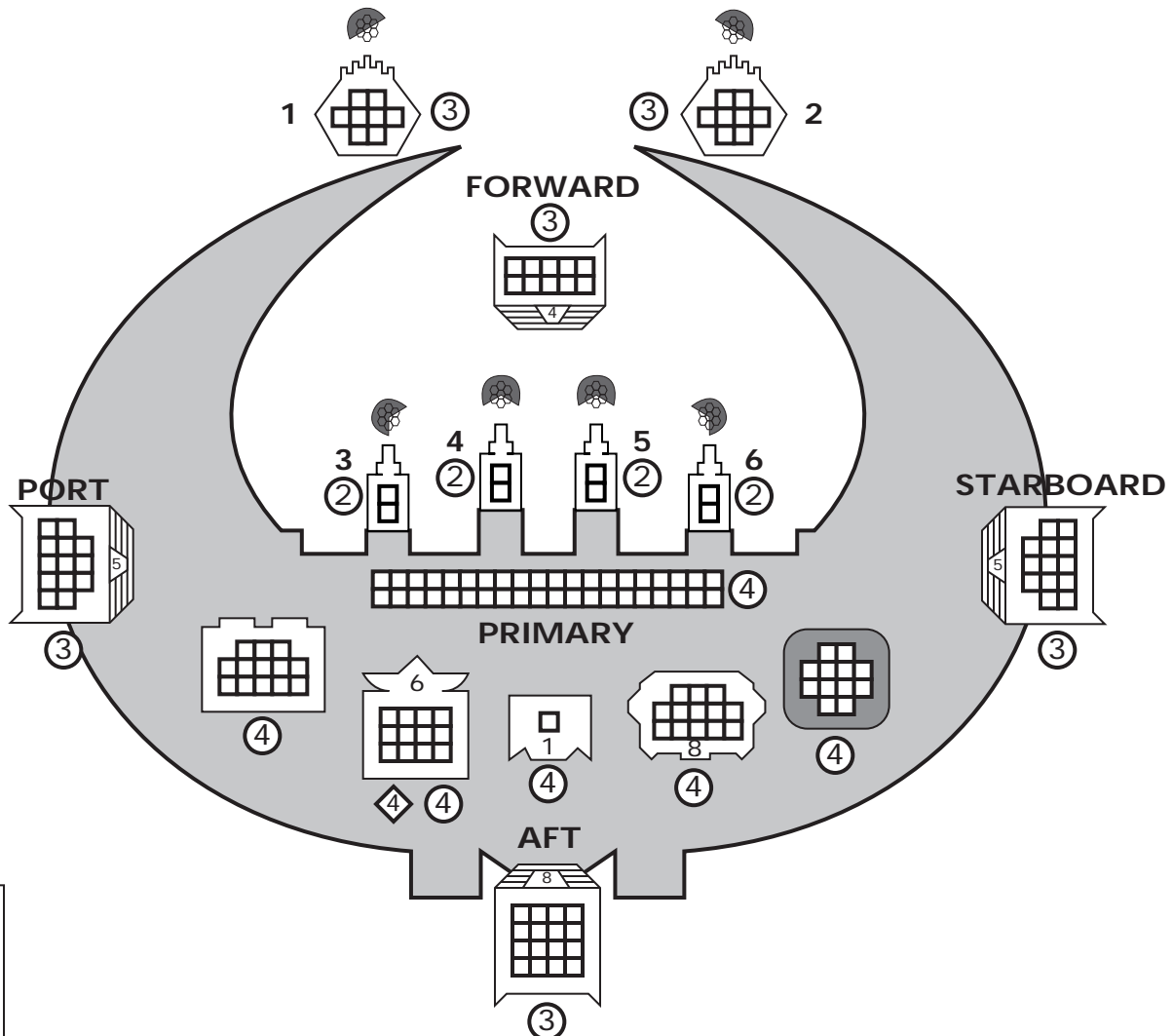
1-6: Main Thrust
7-8: Lt Particle Beam
9-16: Structure
17-20: PRIMARY Hit

PRIMARY HITS









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

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
-  Pentagon Array
-  Light Particle Beam