



Tapla Coralgate

SPECS	MANEUVERING	COMBAT STATS
Class: Enormous Base	Turn Cost: 2 x Speed	Fwd/Aft Defense: 20 (16)
In Service: ???	Turn Delay: 2 x Speed	Stb/Port Defense: 20 (16)
Point Value: N/A	Accel/Decel Cost: 5 Thrust	Engine Efficiency: N/A
Ramming Factor: 1000	Pivot Cost: 5+5	Extra Power: 0
Jump Delay: 13 Turns	Roll Cost: N/A	Initiative Bonus: -6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	16 18 20 22 24
Turn Cost	2 4 6 8 10 12 14 16 18 20 22 24	
Turn Delay	2 4 6 8 10 12 14 16 18 20 22 24	

WEAPON DATA
Energy Shield Subtract Shield Factor from incoming chance to hit. Defense rating shown in parenthesis () indicates value with shield active.
Psi Burst Max Range: 18 Hexes Rate of Fire: 1 per 2 turns See Rules for effects

SECTION HITS
1-15: Section Structure
16: Hangar
17-18: PRIMARY Hit
19-20: Roll Again

PRIMARY HITS
1-5: Energy Shield
6-9: Self Repair
10-12: Bio Thruster
13-14: Sensors
15-17: Jump Drive
18-19: Heart
19-20: Roll Again
Another 20: Brain

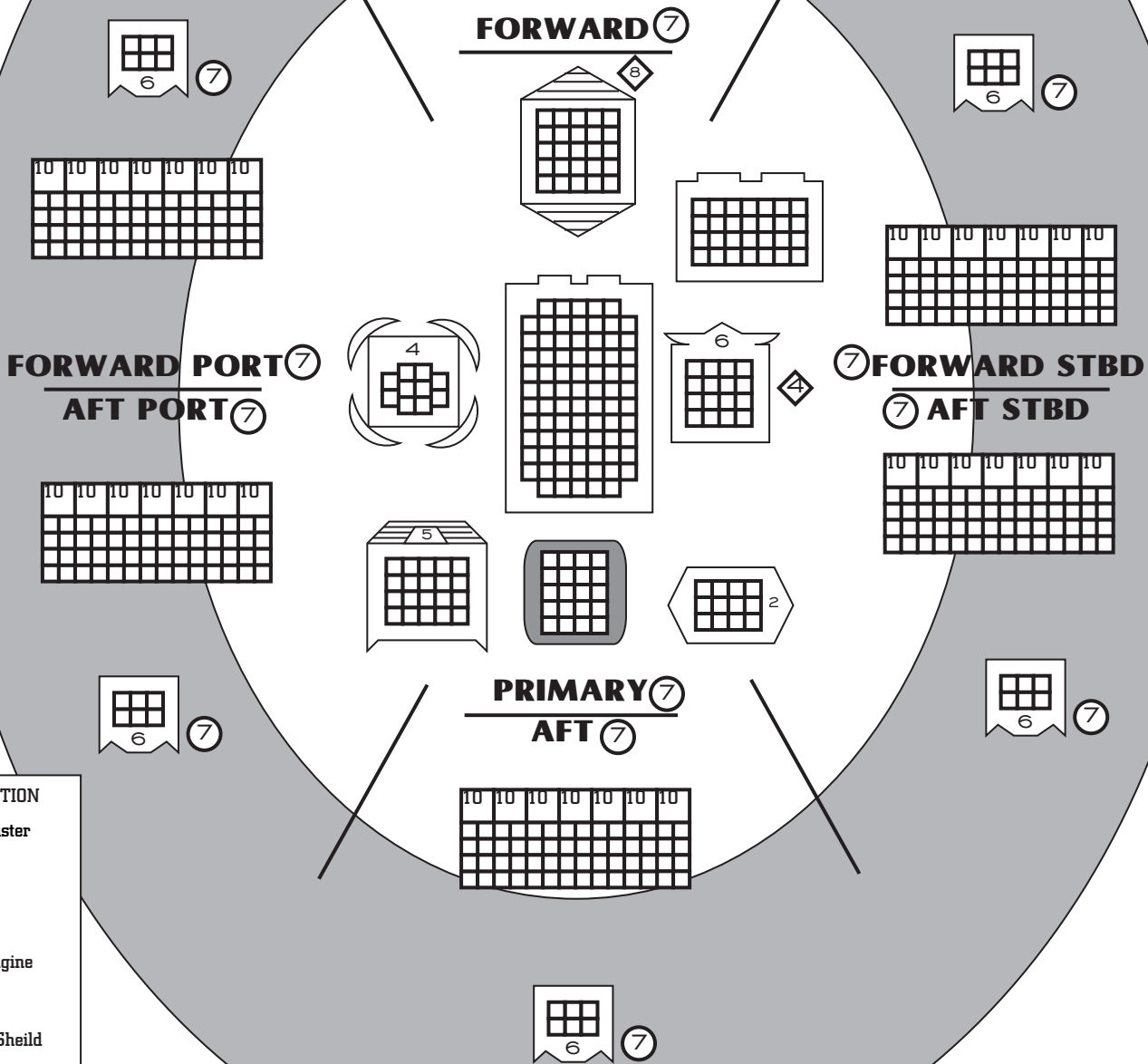
SENSOR DATA

Defensive EW

SPECIAL NOTES

Bio-Drive System
P16 Rating
No Primary Structure, can function with up to three sections missing

EACH HANGAR
6 Pods



ICON RECOGNITION

- Bio-Thruster
- Brain
- Sensors
- Reactor
- Jump Engine
- Reactor
- Energy Shield
- Self-Repair