

# Thraddash Torch

## SPECS

Class: Medium Ship  
In Service: SC2  
Point Value: 300  
Ramming Factor: 40  
Jump Delay: 28 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 11  
Stb/Port Defense: 12  
Engine Efficiency: 1/1  
Extra Power: +2  
Initiative Bonus: +12

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: 3  
Armor: 0 Defense: 12/12

## WEAPON DATA

**Class-S Missile Rack**  
Class: Ballistic  
Missiles: 20  
Range Penalty: None  
Fire Control: +3/+3/+3  
Rate of Fire: 1 per 2 turns  
Special: Each rack includes 2 heavy and 2 long-range missiles at no additional cost.

## Class-D Missile Rack

Class: Ballistic  
Missiles: 20  
Range Penalty: None  
Fire Control: +3/+3/+3  
Rate of Fire: 1 per turn  
Special: Fires only missiles of types A, F, I, or C.

## Plasma Afterburner

Lays one plasma hex in each hex traveled per 2 power applied to the thruster on the current turn. The plasma hex provides a -2 intercept penalty to all fire through the hex and scores 2d10 damage (plasma) to all units that move through the hex.

## Omni-Thrusters

Act as forward/aft and appropriate side thruster. Have a thrust rating equal to value in icon. Treated as a normal thruster for purposes of criticals.

## FORWARD HITS

1-4: Omni-Thruster  
5-6: Class-S Rack  
7-10: Class-D Rack  
11-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-6: Omni-Thrust  
7: Plasma Afterburner  
8-9: Plasma Battery  
10-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-5: Jump Engine  
6-10: Sensors  
11-13: Engine  
14-15: Hangar  
16-18: Reactor  
19-20: C&C

## SPECIAL NOTES

Agile Ship  
Atmospheric Capable

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

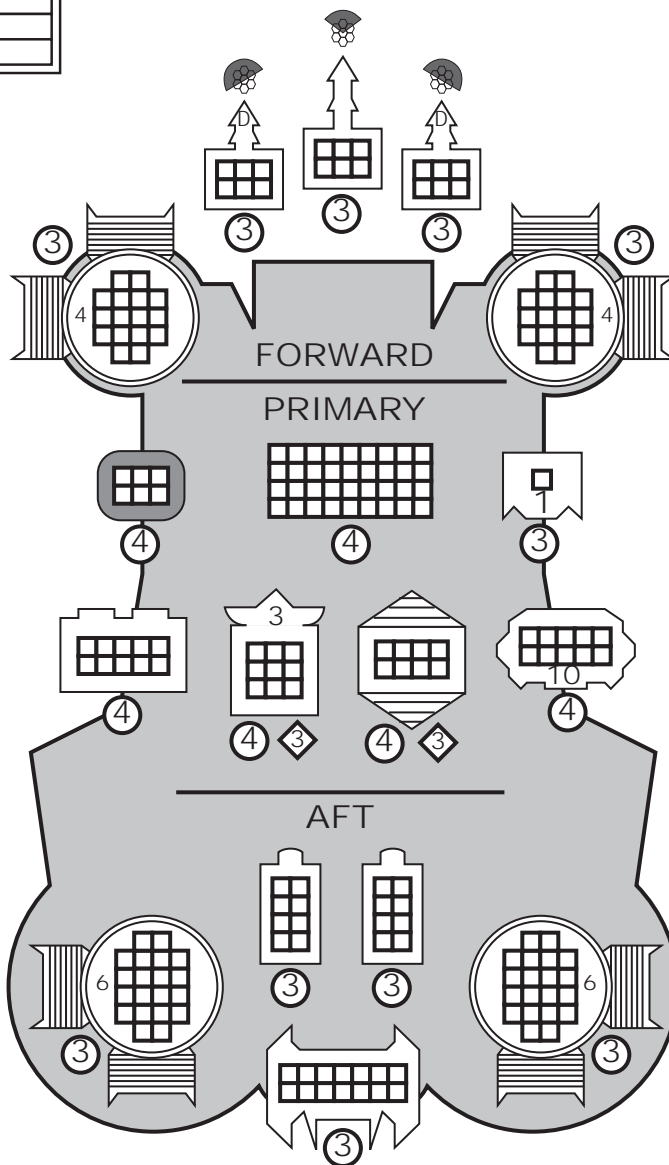
Target #4

Target #5

Target #6

PORT

STARBOARD



## ICON RECOGNITION

- Omni-Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Plasma Battery
- Class-S Missile Rack
- Class-D Missile Rack
- Plasma Afterburner

## MISSILES

Rack #1


Rack #2 (D)


Rack #3 (D)
