



# Legion Praetor Carrier

## SPECS

Class: Capital Ship  
In Service: 2267  
Point Value: 600  
Ramming Factor: 260  
Jump Delay: 24 Turns

## MANEUVERING

Turn Cost: 4/3 Speed  
Turn Delay: 4/3 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 1+1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
Sth/Port Defense: 16  
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	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

## WEAPON DATA

**Heavy Laser Cannon**  
Class: Laser  
Modes: R, S  
Damage: 4d10+20  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+2/+4  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns

**Medium Pulse Cannon**  
Class: Particle  
Mode: Pulse  
Damage: 10 1d5 Times  
Maximum Pulses: 6  
Grouping Range: +1 per 4  
Range Penalty: -1 per hex  
Fire Control: +4/+3/+1  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

**Fusion Cannon**  
Class: Molecular  
Mode: Standard  
Damage: 1d10+9  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

**Std. Particle Beam**  
Class: Particle  
Modes: Standard  
Damage: 1d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+4/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## FORWARD HITS

1-4: Retro Thrust  
5-6: Medium Pulse Cannon  
7: Heavy Laser Cannon  
8-10: Fusion Cannon  
11-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Sth Thrust  
5-7: Std Particle Beam  
8-18: Port/Sth Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Fusion Cannon  
9-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-7: Primary Struct  
8: Cargo  
9-10: Jump Engine  
11-13: Sensors  
14-16: Engine  
17: Hangar  
18-19: Reactor  
20: C & C

## SENSOR DATA 6

Defensive EW

Target #1

Target #2

Target #3

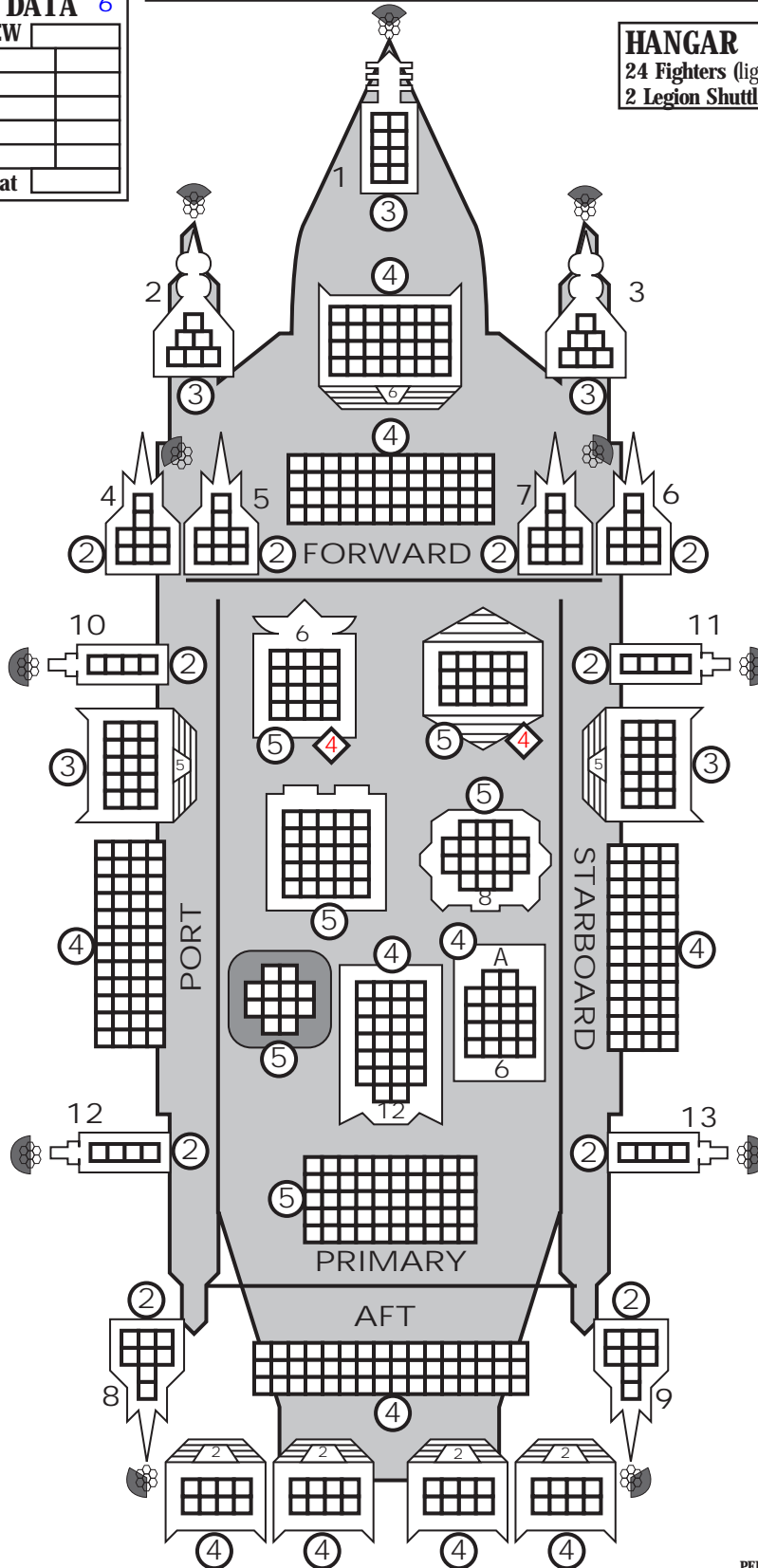
Target #4

Target #5

Close Combat

## HANGAR

24 Fighters (light)  
2 Legion Shuttles



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo