

Carrack Class Cruiser

SPECS

Class: Medium Ship
 In Service: --
 Point Value: 400
 Ramming Factor: 90
 Hyper Cost: 8 Power

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
 Stb/Port Defense: 14
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: +11

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	7	8

WEAPON DATA

Turbolaser
 Class: Turbolaser
 Mode: Standard
 Damage: 1d10+8
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+1/+0
 Interception Rating: -1
 Rate of Fire: 1 per 2 turns

Dual Laser Turret
 Class: Laser
 Mode: Standard
 Damage: 1d6+3
 Range Penalty: -2 per hex
 Fire Control: +2/+3/+5
 Interception Rating: -2
 Rate of Fire: 1 per turn

HANGAR

6 Tie Fighters on rails
 2 Shuttles



FORWARD HITS

1-5: Retro Thrust
 6-7: Dual Laser
 8-10: Turbolaser
 11: Tractor Beam
 12-17: Structure
 18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
 7-8: Engine
 9-11: Dual Laser
 12: Turbolaser
 12-17: Structure
 18-20: PRIMARY Hit

PRIMARY HITS

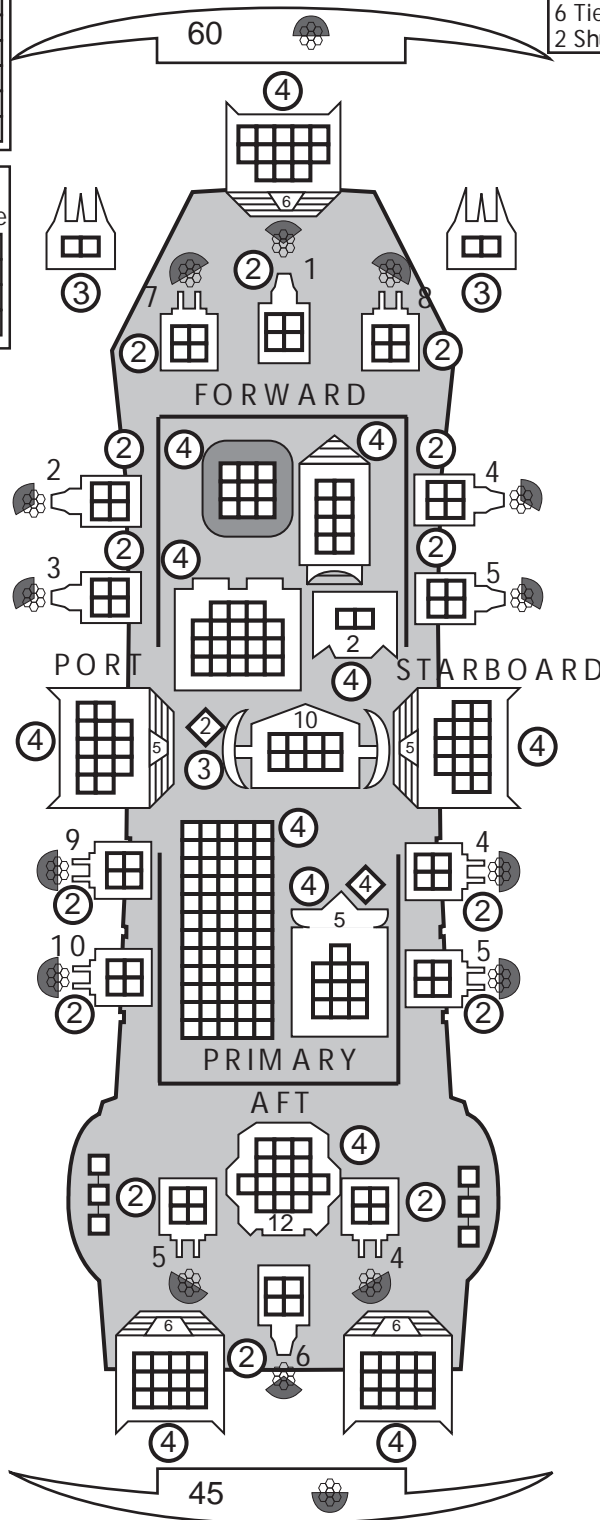
1-7: Port/Stb Thrust
 8-9: Shield Generator
 10-12: Sensors
 13-15: Hyperdrive
 16: Hangar
 17-19: Reactor
 20: C & C

SENSOR DATA

Defensive EW		
Target # 1		
Target # 2		
Target # 3		
Target # 4		
Target # 5		
Target # 6		

SHIELD DATA

	Ray	Particle
Forward		
Port		
Starboard		
Aft		



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Tractor Beam
- Turbolaser
- Dual Laser