

# Carrack Class Cruiser [ion variant]

## SPECS

Class: Medium Ship  
In Service: --  
Point Value: 475  
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

**Heavy Turbolaser**  
Class: Turbolaser  
Mode: Standard  
Damage: 2d10+12  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+1/-3  
Interception Rating: -1  
Rate of Fire: 1 per 3 turns

## Light Ion Cannon

Class: Ion  
Mode: Ion  
Damage: 2/+8/d8  
Range Penalty: -1 per hex  
Fire Control: +3/+1/-1  
Interception Rating: n/a  
Rate of Fire: 1 per 2 turns



## FORWARD HITS

1-5: Retro Thrust  
6-7: Light Ion Cannon  
8-10: Heavy Turbolaser  
11: Tractor Beam  
12-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Engine  
9-11: Light Ion Cannon  
12: Heavy 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

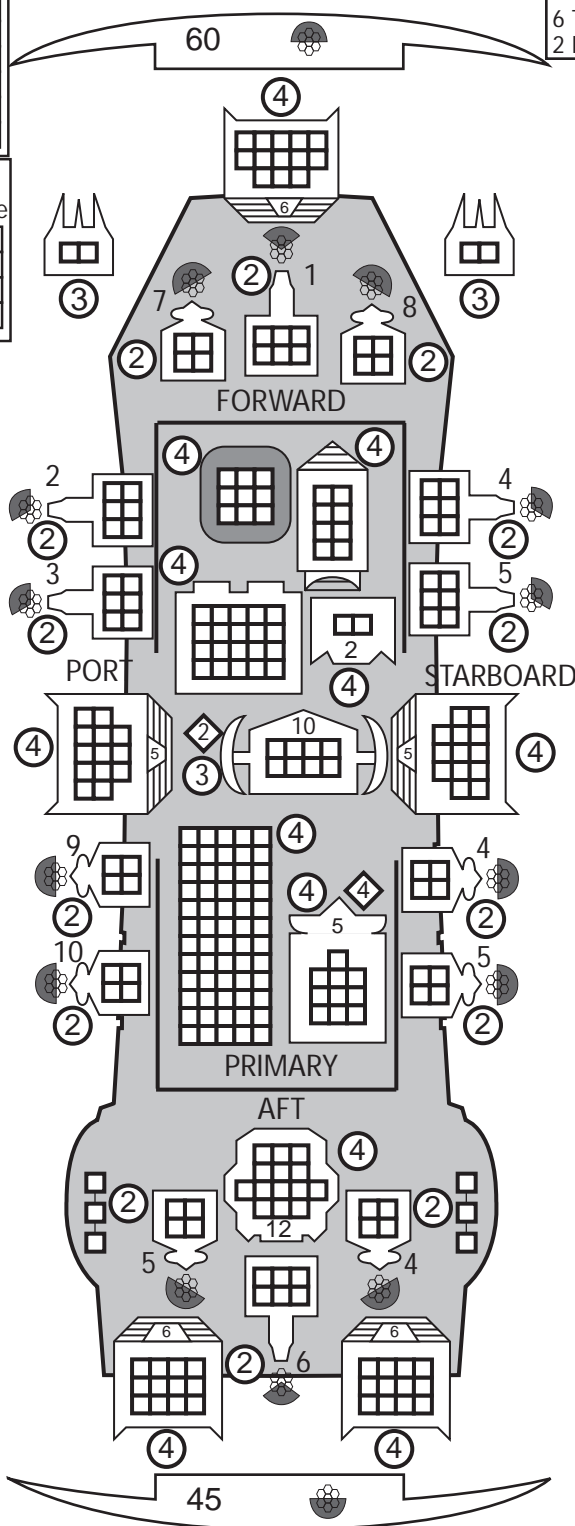
Defensive EW		
Target # 1		
Target # 2		
Target # 3		
Target # 4		
Target # 5		
Target # 6		

## SHIELD DATA

	Ray	Particle
Forward		
Port		
Starboard		
Aft		

## HANGAR

6 Tie Fighters on rails  
2 Lambda Class Shuttles



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Tractor Beam
- Hvy Turbolaser
- Light Ion Cannon