

# Carrack Class Cruiser

## SPECS

Class: Medium Ship  
 In Service: -28  
 Point Value: 370  
 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+7  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+1/+1  
 Interception Rating: -1  
 Rate of Fire: 1 per 2 turns

**Dual Laser Turret**  
 Class: Laser  
 Mode: Standard  
 Damage: 1d10+2  
 Range Penalty: -2 per hex  
 Fire Control: +2/+2/+4  
 Interception Rating: -2  
 Rate of Fire: 1 per turn



## 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

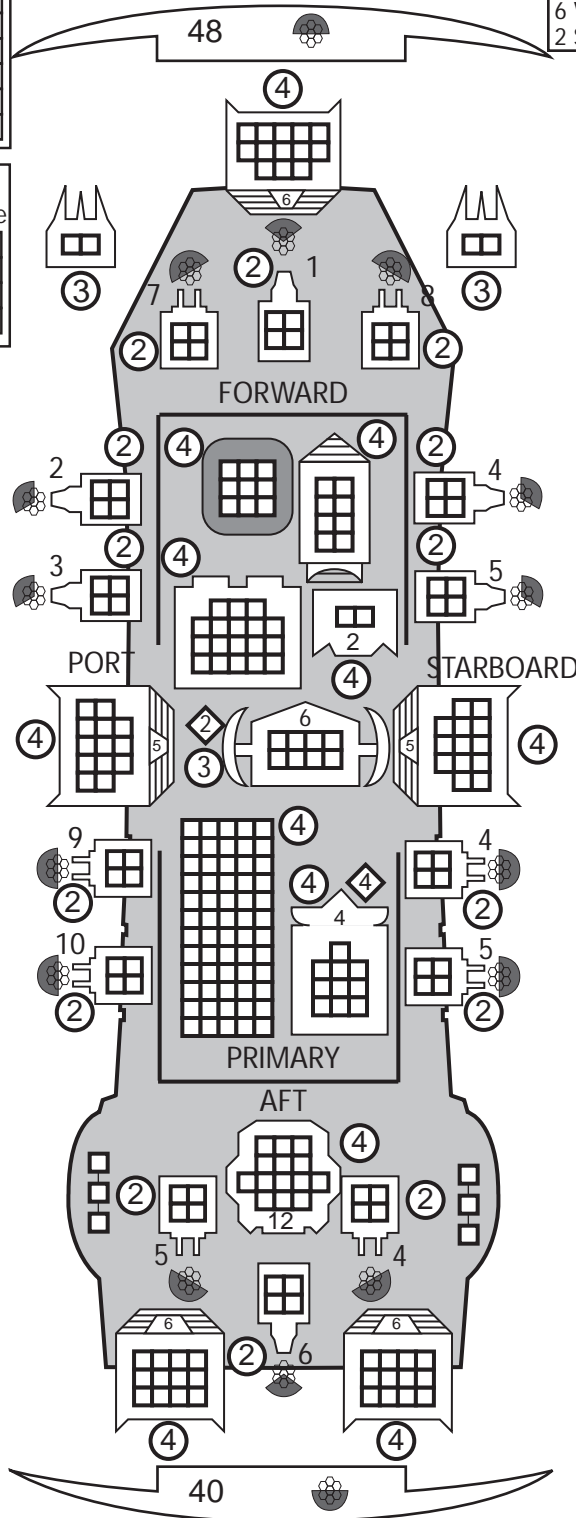
Defensive EW	
Target # 1	
Target # 2	
Target # 3	
Target # 4	
Target # 5	
Target # 6	

## SHIELD DATA

	Ray	Particle
Forward		
Port		
Starboard		
Aft		

## HANGAR

6 V-Wings on rails  
 2 Shuttles



## ICON RECOGNITION

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