

Version 1

Name: \_\_\_\_\_

Counter: \_\_\_\_\_



# Gain Torsa Attack Carrier

## SPECS

Class: Capital Ship  
 In Service: 2260  
 Point Value: 600  
 Ramming Factor: 270  
 Jump Delay: N/A

## MANEUVERING

Turn Cost: 2/3 Speed  
 Turn Delay: 1 x Speed  
 Accel/Decel Cost: 4 Thrust  
 Pivot Cost: 2+2 Thrust  
 Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16  
 Stb/Port Defense: 18  
 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	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

## WEAPON DATA

### Packet Torpedo

Class: Ballistic  
 Mode: Standard  
 Damage: 2d10+10  
 Range Penalty: -1 per 2 hexes after range 10  
 Fire Control: +3/+3/-6  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

### Twin Array

Class: Particle  
 Mode: Standard  
 Damage: 1d10+4  
 Range Penalty: -2 per hex  
 Fire Control: +4/+5/+6  
 Intercept Rating: -2

### Scattergun

Class: Particle  
 Modes: Standard  
 Damage: 2d6+1  
 Range Penalty: -2 per hex  
 Fire Control: +0/+2/+5  
 Intercept Rating: -2  
 Rate of Fire: 1d6 per turn

## FORWARD HITS

1-5: Retro Thrust  
 6-10: Scattergun  
 11-18: Forward Struct  
 19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
 5-7: Packet Torpedo  
 8-9: Twin Array  
 10-18: Port/Stb Struct  
 19-20: PRIMARY Hit

## AFT HITS

1-9: Main Thrust  
 10-13: Scattergun  
 14-18: Aft Struct  
 19-20: PRIMARY Hit

## PRIMARY HITS

1-9: Primary Struct  
 10-11: Sensors  
 12-13: Engine  
 14-17: Hangar  
 18-19: Reactor  
 20: C & C

## SENSOR DATA

Defensive EW

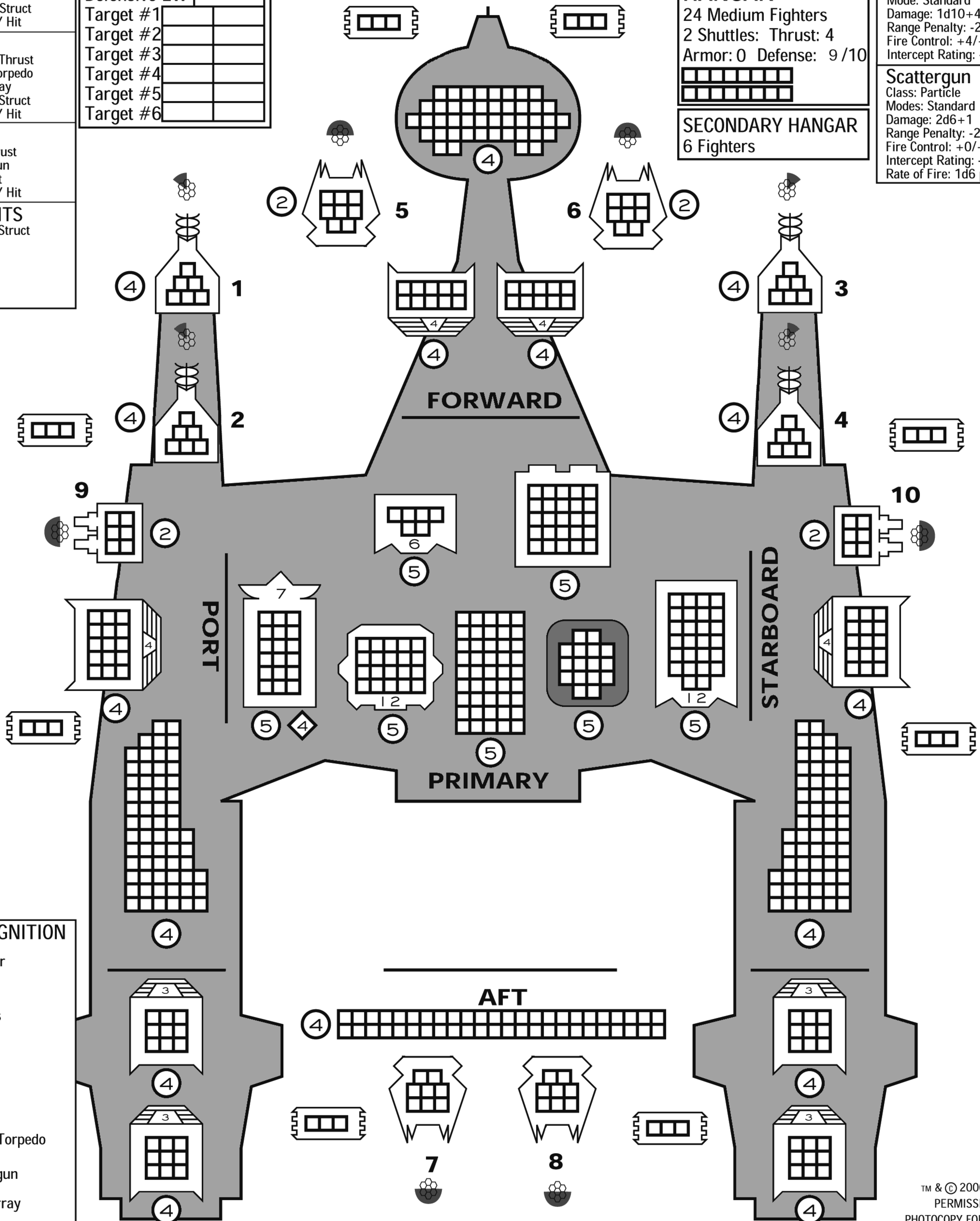
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

## HANGAR

24 Medium Fighters  
 2 Shuttles: Thrust: 4  
 Armor: 0 Defense: 9/10

## SECONDARY HANGAR

6 Fighters



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Packet Torpedo
- Scattergun
- Twin Array
- Bulkhead