



Torata Gerion Fleet Carrier

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16
In Service: 2258	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 625	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 250	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 28 turns	Roll Cost: 3+3 Thrust	Initiative Penalty: 0
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 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA	
Plasma Accelerator	5
Class: Plasma	
Mode: Standard	
Damage: 4d10+12 (-1 per hex)	
Range Penalty: -1 per hex	
Fire Control: +3/+1/-4	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Special: Can fire at an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4 -1/hex 1 per 2 turns: 2d10+8 -1/hex	
Pentagon Array	5
Class: Particle	
Mode: Standard	
Damage: 5d10	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: -5	
Rate of Fire: 1 per turn	
Special: Scores each 1d10 as a separate sub-volley.	

FORWARD HITS
1-4: Retro Thrust
5-6: Plasma Accelerator
7-10: Pentagon Array
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-7: Pentagon Array
8-10: Hangar
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-18: Aft Struct
19-20: PRIMARY Hit

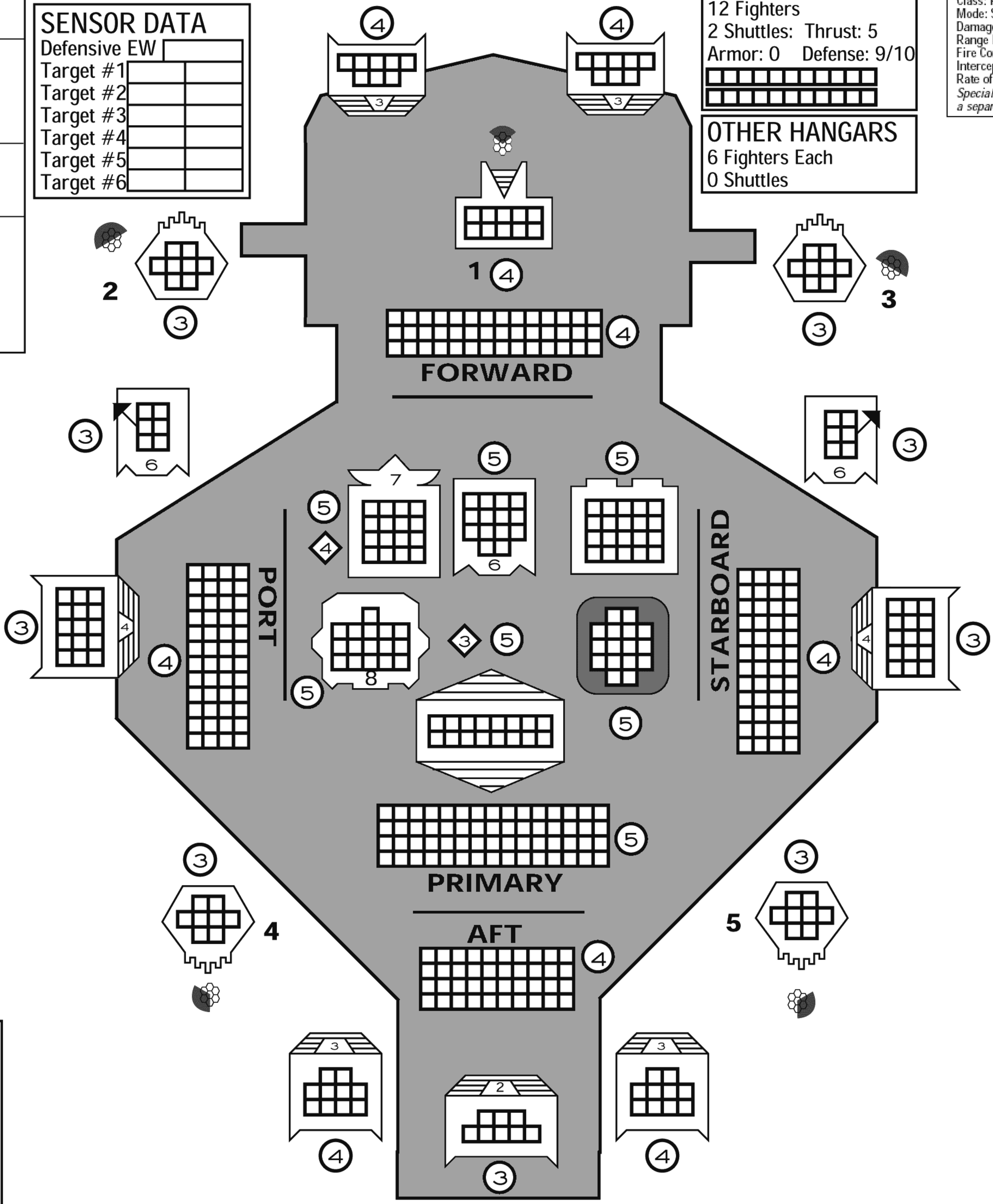
PRIMARY HITS
1-9: Primary Struct
10: Jump Engine
11-12: Sensors
13-14: Engine
15-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Restricted Deployment (10%)

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

MAIN HANGAR
12 Fighters
2 Shuttles: Thrust: 5
Armor: 0 Defense: 9/10

OTHER HANGARS
6 Fighters Each
0 Shuttles



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Jump Engine
	Plasma Accelerator
	Pentagon Array