

Carrack Class Cruiser (old)

SPECS

Class: Medium Ship

In Service: --

Point Value: 450

Ramming Factor: 90

Hyper Cost: 10 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

Sth/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

HANGAR

2 Lambda Class Shuttles

WEAPON DATA

Turbolaser Turret

Class: Laser

Mode: Standard

Damage: 1d10+8

Range Penalty: -1 per 2 hexes

Fire Control: +3/+1/+1

Interception Rating: -1

Rate of Fire: 1 per turn

Quad Laser

Class: Laser

Mode: Standard

Damage: 2 x 1d10

Range Penalty: -1 per hex

Fire Control: +2/+3/+5

Interception Rating: -2

Rate of Fire: 1 per turn

FORWARD HITS

1-5: Retro Thrust

6-7: Quad Laser

8-11: Twin Turbolaser

12-17: Structure

18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust

7-8: Engine

9: Quad Laser

10-11: Twin Turbolaser

12-17: Structure

18-20: PRIMARY Hit

PRIMARY HITS

1-7: Port/Sth 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

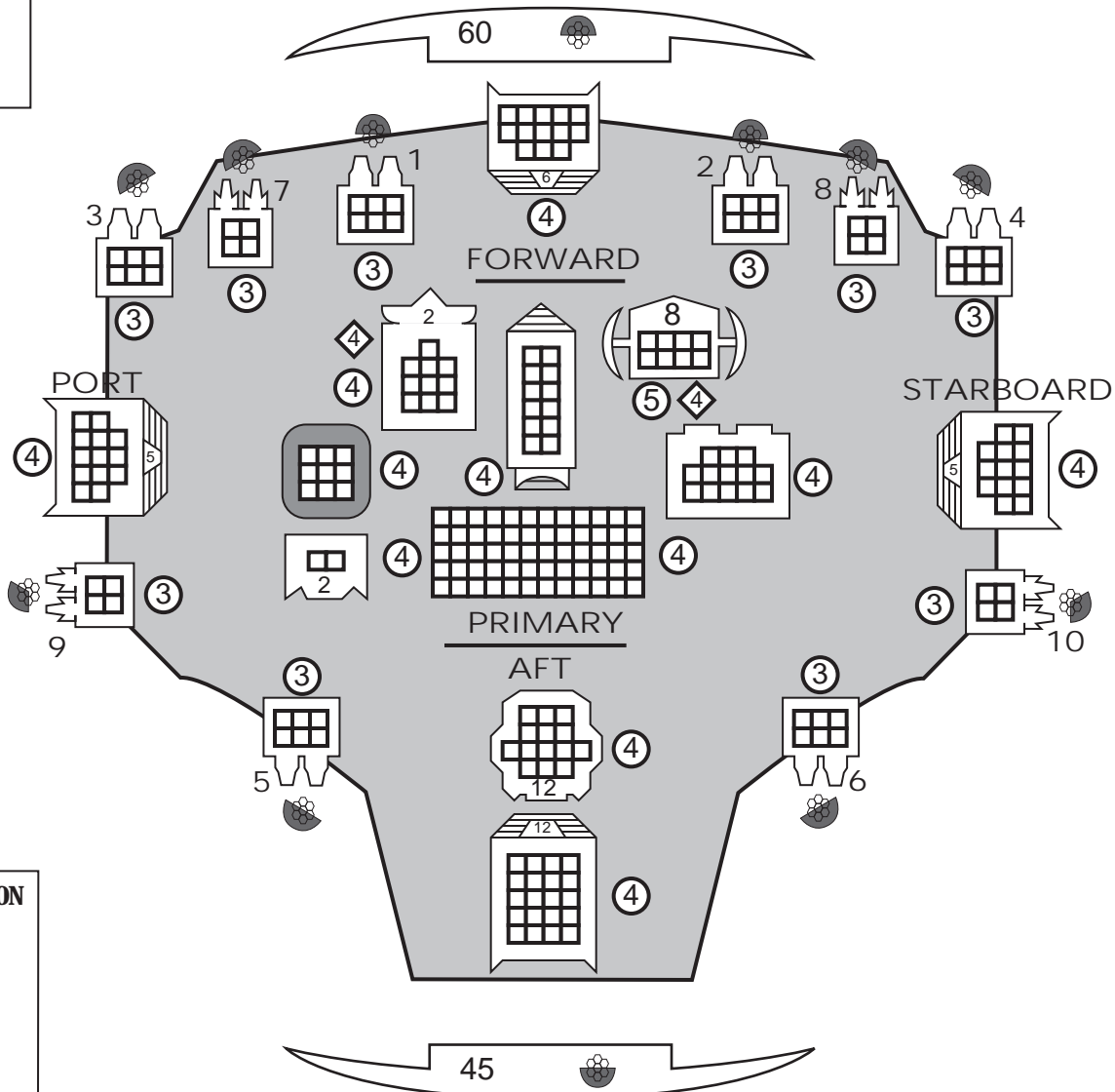
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Quad Laser
- Twin Turbolaser