

Carrack Class Cruiser (refit)

SPECS

Class: Medium Ship

In Service: --

Point Value: 525

Ramming Factor: 70

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

WEAPON DATA

Ion Cannon

Class: Ion

Mode: Standard

Damage: 4/+12

Range Penalty: -1 per 2 hexes

Fire Control: +3/+1/-2

Interception Rating: n/a

Rate of Fire: 1 per turn

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

FORWARD HITS

1-5: Retro Thrust
6-7: Ion Cannon
8-11: Twin Turbolaser
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Engine
9-11: 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

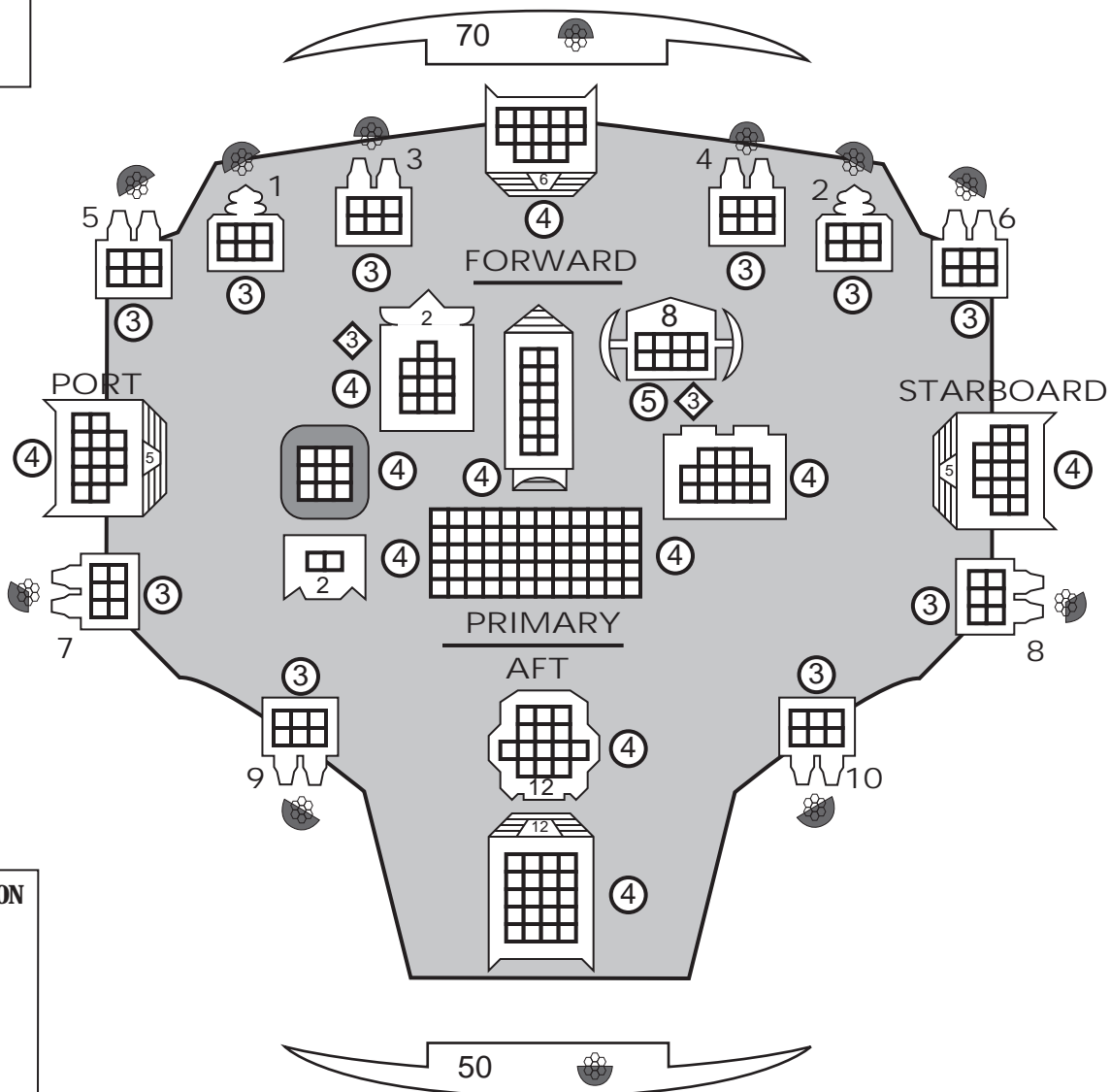
Target #4

Target #5

Target #6

HANGAR

2 Lambda Class Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Ion Cannon
- Twin Turbolaser