

Tolkid Ro'Lasha Dreadnought

SPECS

Class: Capital Ship
In Service: 1489
Point Value: 250
Ramming Factor: 260
Jump Delay: N/A

MANEUVERING

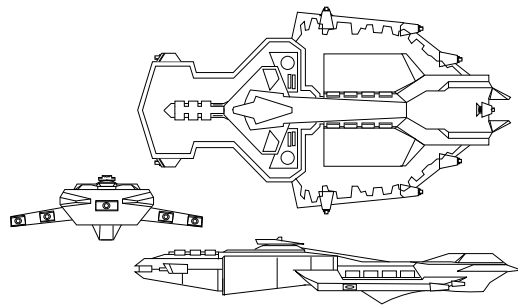
Turn Cost: 3/2 Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 17
Stb/Port Defense: 18
Engine Efficiency: 6/1
Extra Power: +1
Initiative Bonus: +0

WEAPON DATA

Heavy Autocannon
Class: Projectile
Modes: Raking (6)
Damage: 3d6+12
Range Penalty: -2 per 3 hexes
Fire Control: +2/-1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns



FORWARD HITS

1-4: Retro Thrust
5-6: Fuel Cell
7-11: Heavy Autocannon
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5: Fuel Cell
6-9: Heavy Autocannon
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8: Fuel Cell
9-12: Heavy Autocannon
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Fuel Cell
20: C & C

SPECIAL NOTES

Ammo Storage Level 3
Fuel Cell Reactors
Antiquated Sensors

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

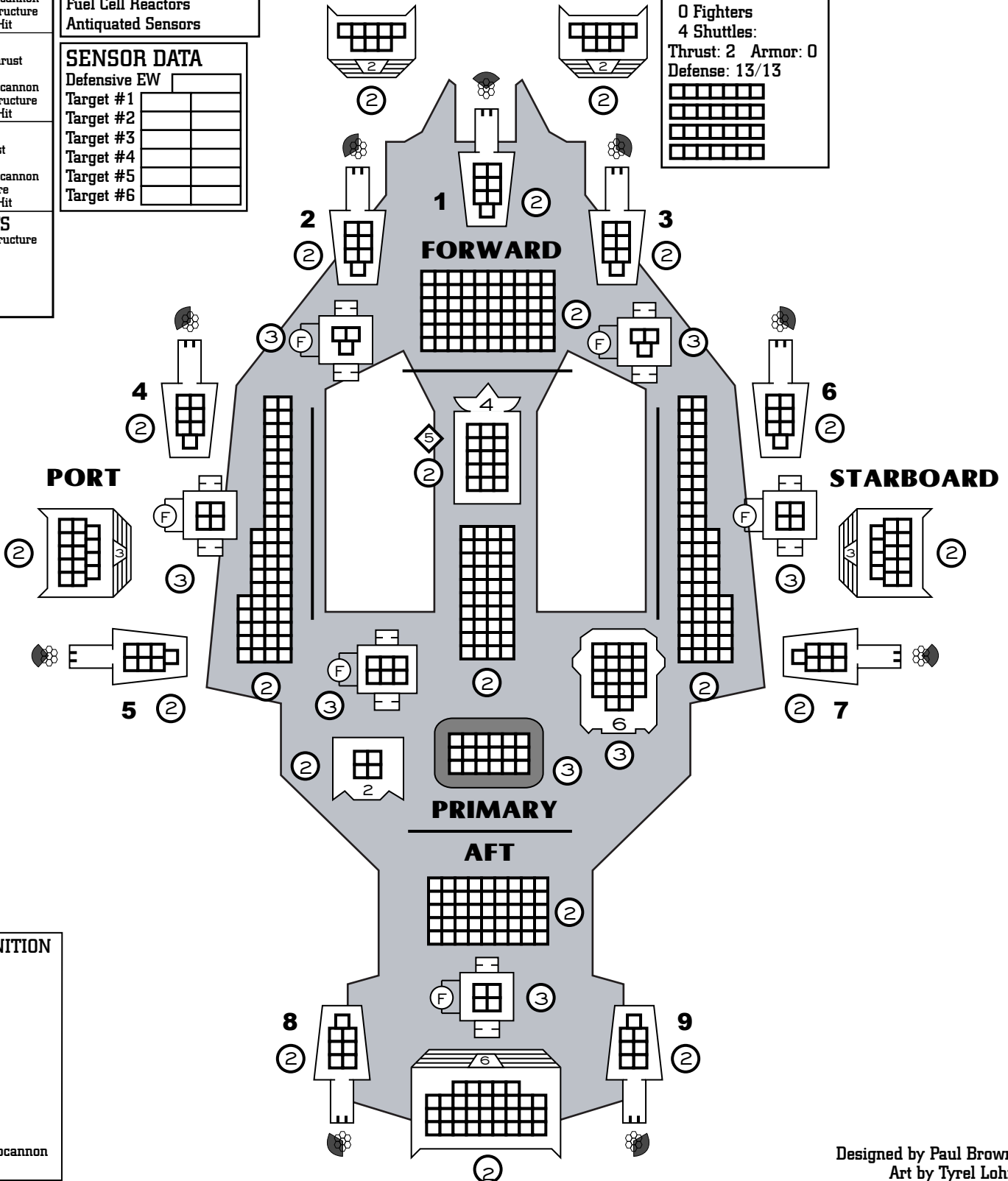
Target #4

Target #5

Target #6

HANGAR

0 Fighters
4 Shuttles:
Thrust: 2 Armor: 0
Defense: 13/13



ICON RECOGNITION

