

Tolkid Vadaolla Strike Carrier

SPECS

Class: Capital Ship
In Service: 1510
Point Value: 200
Ramming Factor: 150
Jump Delay: 35 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: +2
Initiative Bonus: +0

WEAPON DATA

NONE

FORWARD HITS

1-4: Retro Thrust
5-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-18: Port/Stbd Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Fuel Cell
9-11: Jump Drive
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-11: Primary Structure
12-14: Sensors
15-17: Engine
18-19: Fuel Cell
20: C & C

SPECIAL NOTES

Special Jump Drive: Slip
Fuel Cell Reactors
Limited Sensors

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

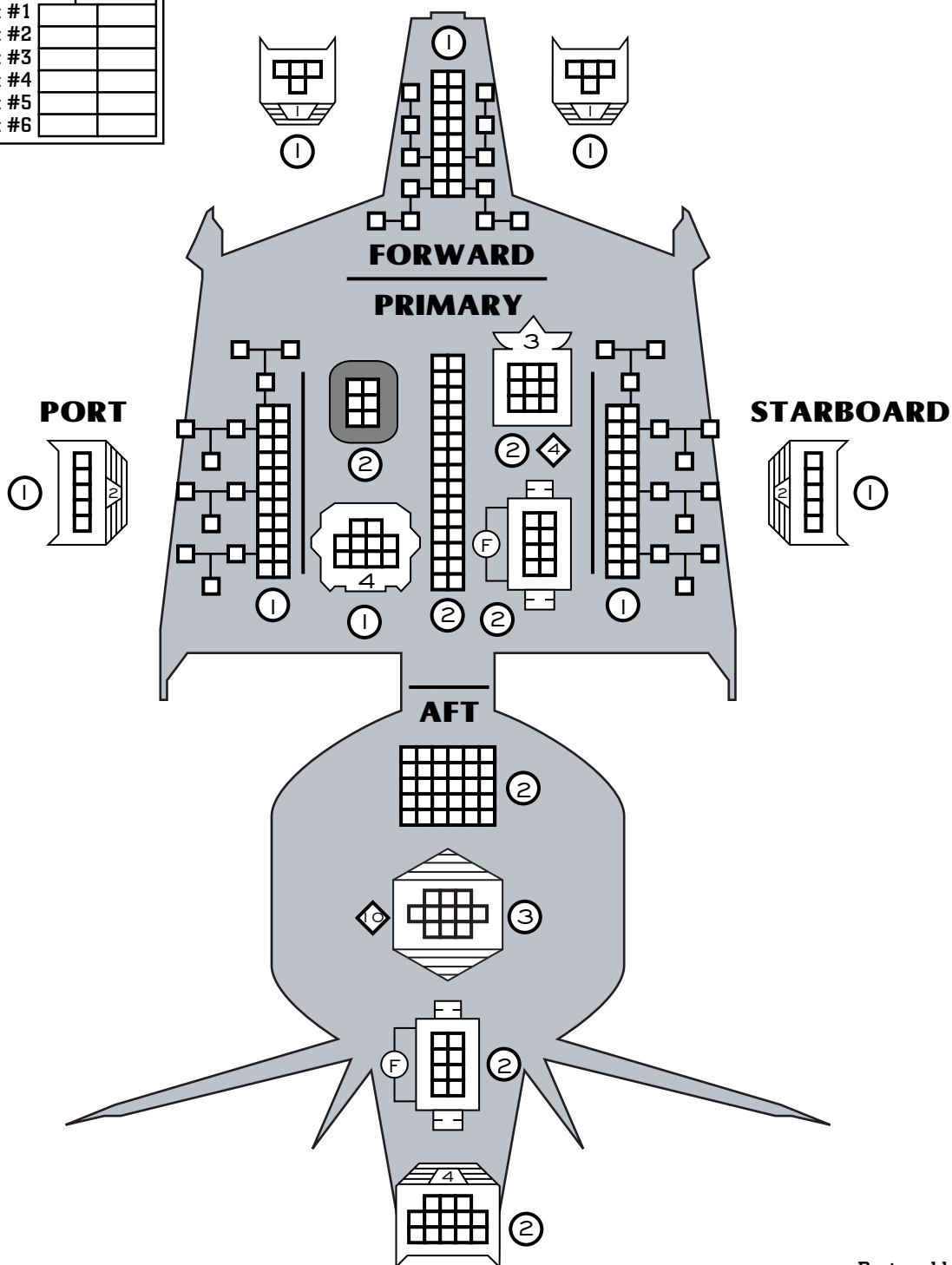
Target #5

Target #6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	3	4	5	6	6	7	8	9	9
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

HANGARS

36 Medium Fighters
(On Rails)



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Fuel Cell
- Jump Engine