

# Rongolon Tronga Carrier

## SPECS

Class: Capital Ship  
In Service: 2258  
Point Value: 600  
Ramming Factor: 330  
Jump Delay: 20 Turns

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

Turn Cost 1 2 2 3 4 4 5 6 6 7 8 8

Turn Delay 1 2 2 3 4 4 5 6 6 7 8 8

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 18  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +0

## WEAPON DATA

**Imp Particle Hammer**  
Class: Particle  
Modes: Standard  
Damage: 3d10+20  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+1/-2  
Intercept Rating: N/A  
Rate of Fire: 1 per 4 turns

**Heavy Plasma Cannon**  
Class: Plasma  
Modes: Standard  
Dmg: 4d10+8 (-1 per 2 hexes)  
Range Penalty: -2 per 3 hexes  
Fire Control: +3/+1/-5  
Interception Rating: n/a  
Rate of Fire: 1 per 3 turns

**Improved Gatling Railgun**  
Class: Matter  
Modes: Standard  
Damage: 2d6+2  
Range Penalty: -2 per hex  
Fire Control: +3/+4/+6  
Int. Rating: -1 (ballistic only)  
Rate of Fire: 2 per turn

**Class-L Missile Rack**  
Class: Ballistic  
Missiles: 20  
Range Penalty: None (+10)  
Fire Control: +3/+3/+3  
Rate of Fire: 1 per 2 turns

**Hvy Particle Ram**  
Class: Particle  
Modes: Standard  
Damage: 3d10+8  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/+0  
Intercept Rating: -1  
Rate of Fire: 1 per 3 turns

## FORWARD HITS

1-6: Retro Thrust  
7-8: heavy plasma  
9-10: Hangar  
12-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-7: Port/Stb Thrust  
8-9: Heavy Plasma  
10-12: IGRG  
13: Port/Stb Hangar  
14-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8-9: Particle Ram  
10: Catapult  
11-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Struct  
9-11: Jump Engine  
12-13: Sensors  
14-15: Engine  
16-17: Primary Hangar  
18-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## MAIN HANGAR

0 Fighters

2 Shuttles:

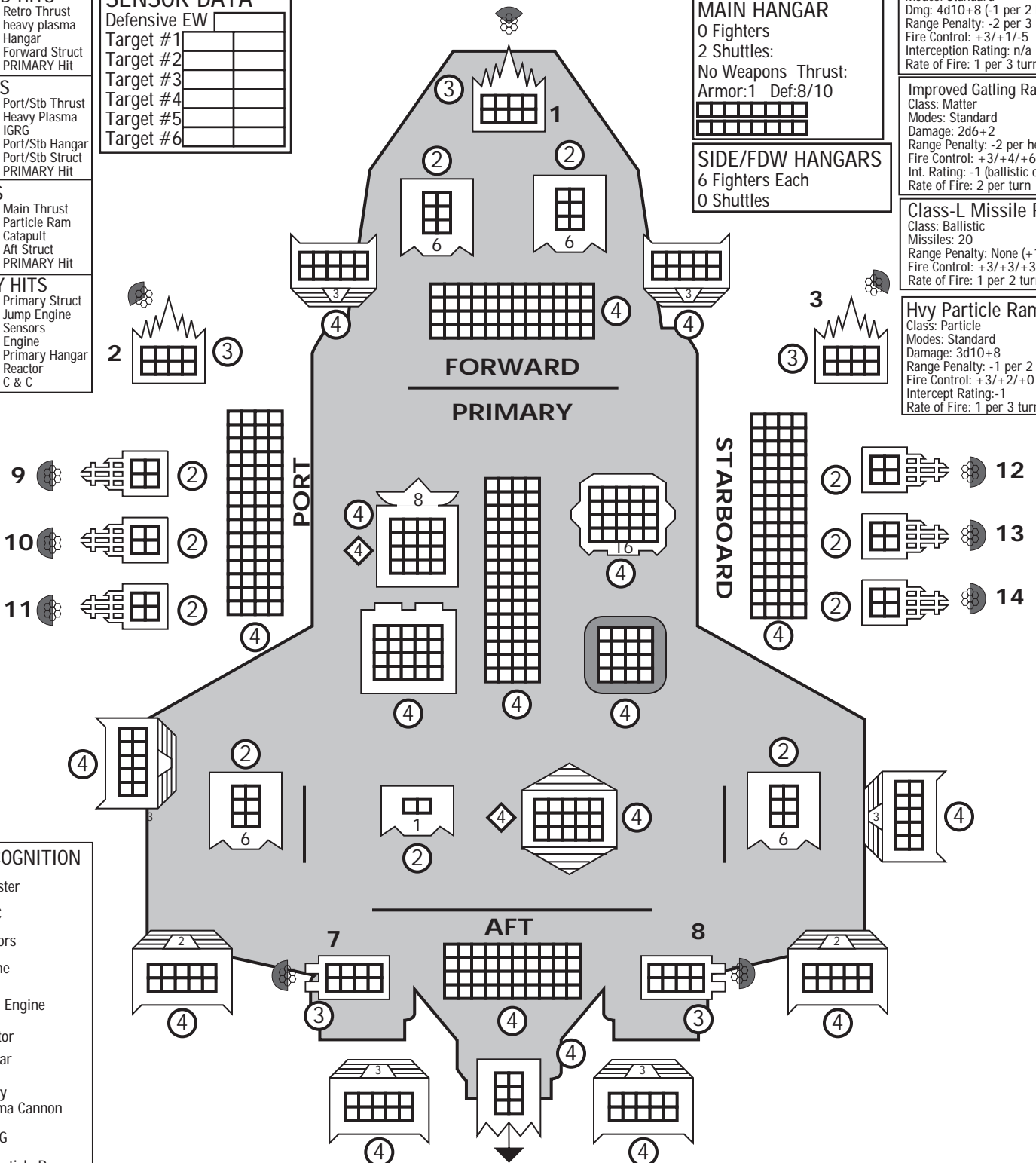
No Weapons Thrust:

Armor:1 Def:8/10

## SIDE/FDW HANGARS

6 Fighters Each

0 Shuttles



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Heavy Plasma Cannon
- IGRG
- Hvy Particle Ram
- catapult