

TORM CLASS VII GO-TRAL COMBAT FRIGATE

The workhorse of the torm war machine. Go-Tral class combat frigates are designed to stand up under enemy fire while cutting clearing a path through the battlefield. With an impressive array of shields and a 360-degree firing arc, the Go-Tral might not be the fastest ship on the field but it packs a punch.

Cost: 3,518 MC

ACTIONS 7

Torm Pulse Cannon (x4) 5 dice force damage; range 13; 360

Nuke Tubes (x2) 4 dice heat and radiation damage; range 23; front

SUPERSTRUCTURE 34

AGILITY 4

DEFENSE 7

SHIELDS 4 x basic combat shields (Power 20 each; SOAK 12)

SPEED 4

CREW 50 (cost 10,000 Cr./m)

COMPUTER basic combat computer (max FTL 2)

SENSORS basic combat sensors (400 miles)

FACILITIES large sick bay, large shuttlebay

LUXURY 81 (+1d6; 20 small cabins (poor), large galley (poor), large mess hall (poor))

HULL CLASS VII (90,000 tons)

CARGO UNITS 155 (base 450)

LANDING CAPABILITY Yes

SHUTTLES/FIGHTERS 4 starfighters

SUB ENGINE TYPE mark 1 fusion reactor

POWER 30 (fuel efficiency 1.2)

FTL ENGINE TYPE antimatter engines

POWER 16 (fuel efficiency 1.0)

FTL 2

FUEL CAPACITY 343 units

FUEL SCOOP None