

# Gaim Roka Auxiliary Cruiser

## SPECS

Class: Medium Ship  
In Service: 2249  
Point Value: 400  
Ramming Factor: 80  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 15  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Penalty: 0

## WEAPON DATA

### Packet Torpedo

Class: Ballistic  
Mode: Standard  
Damage: 2d10+10  
Range Penalty: -1 per 2 hexes after range 10  
Fire Control: +3/+3/-6  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### Twin Array

Class: Particle  
Mode: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +4/+5/+6  
Intercept Rating: -2  
Rate of Fire: 2 per turn

## FORWARD HITS

1-3: Retro Thrust  
4-5: Packet Torpedo  
6-7: Twin Array 4 or 5  
8-10: Hanger  
11-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-3: Main Thrust  
4-5: Cargo A  
6-7: Cargo B  
8-9: Twin Array 6  
10-11: Twin Array 7  
12-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-7: Port/Stb Thrust  
8-9: Twin Array 3  
10-12: Sensors  
13-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

## SENSOR DATA

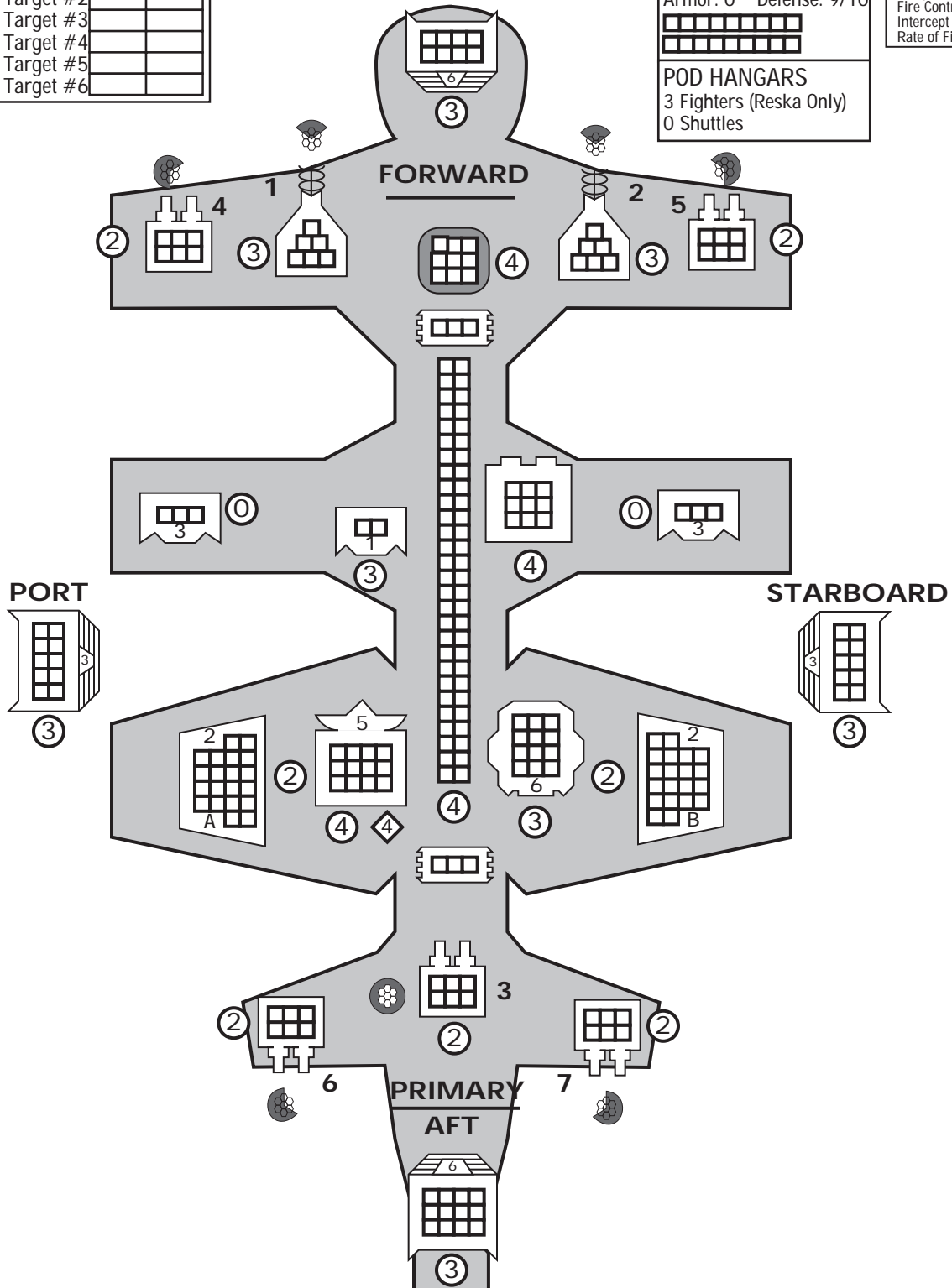
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

## INTERNAL HANGAR

2 Shuttles: Thrust: 4  
Armor: 0 Defense: 9/10

## POD HANGARS

3 Fighters (Reska Only)  
0 Shuttles



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Twin Array
- Packet Torpedo
- Bulkhead