

Ark Royal

Displacement: 35000 **Crew:** 5 (1/1/1)
Size: 8 **Toughness:** 16 **Max G/Comp:** 4/5
Maneuver: 4 **Jump:** 3 **Power:** 6

Armor Ratings	Base 11	Drives/Def. 16/15	Control/Commo 16/16	Sensor/ECM 16/16	Power/Craft 16/11
		Fac/Cargo 11/11	Fuel/Bridge 11/16	Accom/Life 11/14	Laser 1/2 14/11
		Laser 3/4 15/11	Missile 1/2 11/15	PAW 1/2 11/11	Meson 1/2 11/16

Bridge/Comp: 1xBridge. 26xFib. Computer
Commo: Radio rec: Radio tran: 1, 2 Laser: 1, 2 Meson:
Sensors: Passive: 1x14, 4x14 Active: 1x12, 3x12 LIDAR: 1x15.516x15.5
ECM: Passive: 1x16, 2x16 Active: 1x13, 2x13 Area: 1x12, 2x12
Decoys: Passive: Active: LIDAR:
Signature: Vis: -0.5 IR: 1 Active: 0 LIDAR: 0

Fuel: 10500std jump fuel, 314std power/extra fuel.
Trps/Sci/FWat: 0/0/0 **H/M/L Pas:** 5/20/0 **Quarters:** 0/1380/40/0/0
Cargo: 1x200std bay
Facilities: 5xElec. 5xMach. 3xLab. 5xSick. 1xLock. 20xBrig. 1xArm. 8xGym. 54xCaps. 13xGalley
Specials:
Hangars: 2x80std hgr (1)
Other Craft:
Fire Control:

12xSandcaster battery: 0:13 22 canisters. 5xDamper battery +3
Meson Screen: 1x14
24xLight Laser Turret: (+4,+4) 13:10 13:10 11:8 9:7 PDR:+6
8xLight Laser Bay: (+4,+4) 13:12 13:12 13:12 13:12 PDR:+6
12xMissile Bay: (+3) Cmd DL 19:14 -8 def.13G, Med.
8 salvos (4 mis/ea).
1xHeavy Spinal Meson: (+0,+4) 13:13 11:11 9:9 8:8

Maneuver Gs	Evasion Gs	Aiming Gs	Damage/Notes
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Hit Chart Range	Dice	Evasion Factors	Damage D6+DV-Tough.	Surf. Hits(3d6)	Sen. hits (2d6)	Int Hits (3d6)
Impact	1d-1	0	<0 - no effect	3 Spinal mount	2 Commo	3-4 Elec/Brdg (C)
Point Blank	1d3	0.25x evasion Gs	1-3 light	perature	3-4 LIDAR	5 Spinal
VShort	1d (Easy)	0.5x evasion Gs	4-6 Heavy	4 Bay weapon	5-6 AEMS	6 Missile mag.
Short	2d (Average)	1x evasion Gs	7-8 Critical	5 Launch port	7-9 PEMS	7 Turret
Medium	3d (Formidable)	2x evasion Gs	9 2xCritical	6-8 Turret	10-11 ECM	8 Bay weap. (C)
Long	4d (Staggering)	3x evasion Gs	10 3xCritical	9-10 Sensor	12 Decoy	9 Cargo/fittings
Extreme	5d (Impossible)	4x evasion Gs	11 4xCritical	11-13 No effect	Penetration	10 Fuel
Note: Meson weapons double evasion factors.				14 Drop tanks or	P<A No pen.	11 Quarters
				grappled craft	P=A DV-3	12 Power (C)
				15-17 Power	P=A+1 DV-2	13 Maneuver (C)
				radiator	P=A+2 DV-1	14 Jump (C)
				18 Weak spot	P>A+2 DV	15 Hangar (C)
						16 Screens (C)
						17-18 Special (C)

To hit, roll under the target number using the dice from above.
Target number:
Gunnery Skill + Fire Control Rating + ROF Mod + Target Size - Evasion Factor