Civilian Mid Range Transport

SPECS
Class: Medium Ship
In Service: ?
Point Value: ??
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING
Turn Cost: 3/4 Speed
Turn Delay: 1x Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS
Fwd/Aft Defense: 12
Stb/Port Defense: 13
Engine Efficiency: 5/1
Extra Power: +0
Initiative Penalty: -2

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

Version 2024/1: Fate

WEAPON DATA
Rotary Cannon
Class: Projectile
Modes: Raking (2)
Damage: 1d3+2
Range Penalty: -3 per hex
Fire Control: +2/+2/+2
Intercept Rating: -1
  (vs Ballistic only)
Rate of Fire: 2 per turn

FORWARD HITS
1-2: Retro Thrust
3-4: Rotary Cannon
5-11: Cargo Pod
12-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-7: Main Thrust
8-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-10: Port/Stbd Thrust
11-13: Sensors
14-16: Engine
17-18: Reactor
19-20: C & C

SPECIAL NOTES
Ammo Storage Level 1
Antiquated Sensors
Fission Reactor

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

HANGAR
0 Fighters
1 Shuttle (on Rail):
Thrust: 2   Armor: 0
Defense: 10/11

FORWARD

PRIMARY

PORT

STARBOARD

AFT
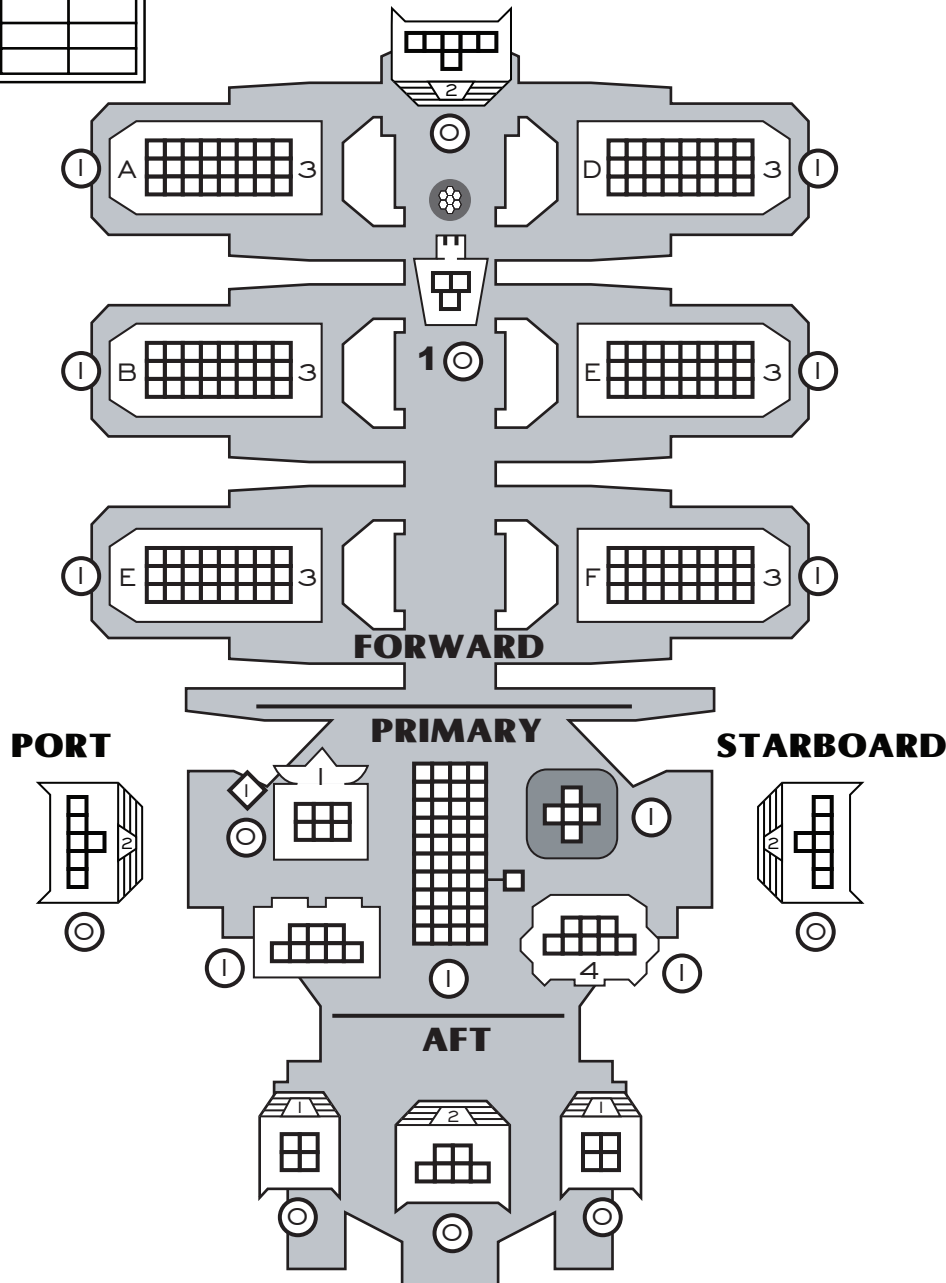
ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Cargo Pod
Rotary Cannon