

Civilian Mining Ship

SPECS

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

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
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	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

Version 2024/2: Fate

HANGAR

0 Fighters
2 Shuttles
Thrust: 2 Armor: 0
Defense: 10/11



WEAPON DATA

Mining Laser

Class: Laser
Modes: Raking(3)
Damage: 2d6+1
Range Penalty: -1 per hex
Fire Control: +0/+0/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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

Grappling Claw

Attaches the Mining Ship to asteroid debris so that it can be brought onboard and placed into cargo.

FORWARD HITS

1-5: Retro Thrust
6-8: Mining Laser
9-10: Grappling Claw
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

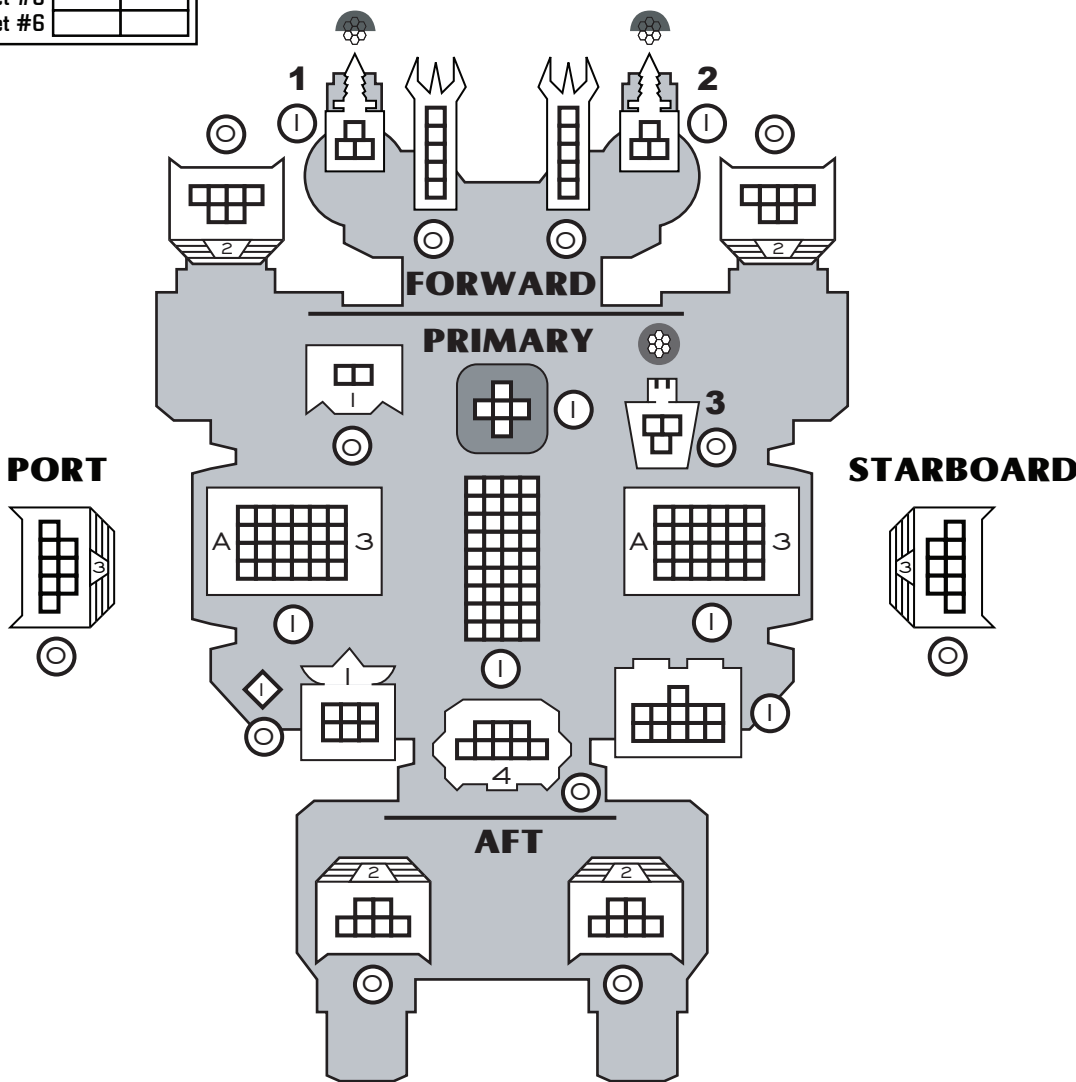
1-9: Port/Stbd Thrust
10-13: Cargo Pod
14-15: Sensors
16: Engine
17: Hangar
18-19: Reactor
20: C & C

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	



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Cargo Pod
- Grappling Claw
- Mining Laser
- Rotary Cannon