

Civilian Passenger Liner

SPECS

Class: Medium Ship
In Service: ?
Point Value: ??
Ramming Factor: 30
Jump Delay: N/A

MANEUVERING

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

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

1-3: Retro Thrust
4-5: Sensors
6-8: Rotary Cannon
9-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Engine
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stbd Thrust
9-11: Cargo Pod
12-15: Passenger Quarters
16-17: 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

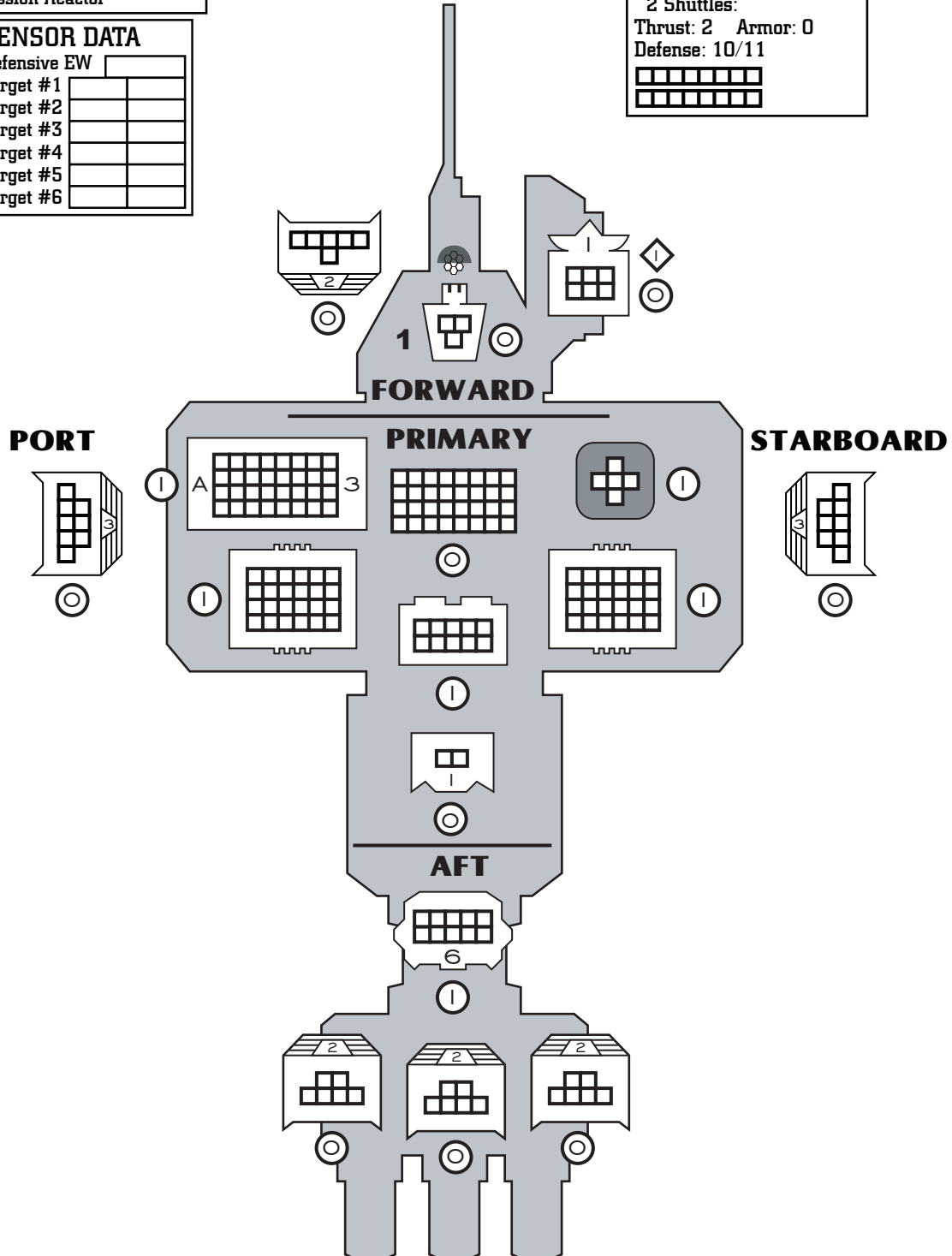
Target #5

Target #6

Version 2024/1: Fate

HANGAR

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



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Passenger Quarters
- Cargo Pod
- Rotary Cannon