

Civilian Short Haul Transports (4)

SPECS

Class: Lt Combat Vsl
In Service: ?
Point Value: ??
Ramming Factor: 25
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 10
Stb/Port Defense: 11
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

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

HIT LOCATION

1-10: Structure
11-12: Rotary Cannon
13-15: Cargo Pod
16-17: Drive
18-19: Reactor
20: Control

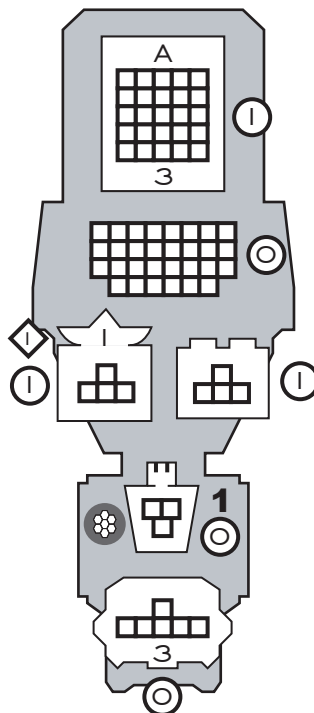
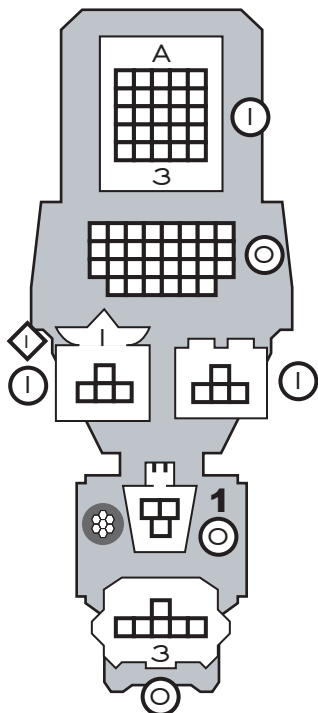
SPECIAL NOTES

Ammo Storage Level 1
Antiquated Sensors
Fission Reactor
Agile Ship

SENSOR DATA

Defensive EW

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



SENSOR DATA

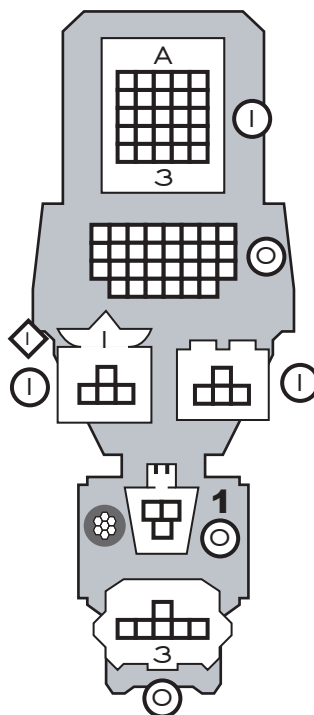
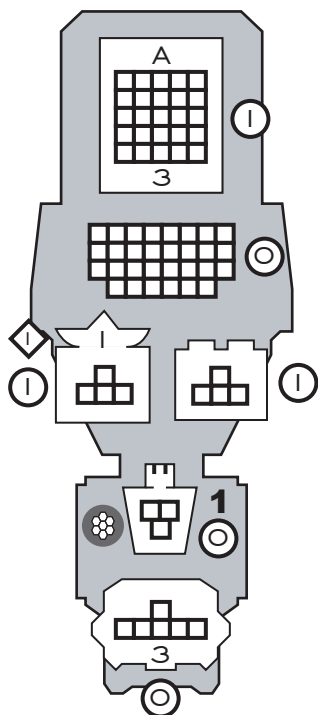
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ICON RECOGNITION

- Control
- Drive
- Reactor
- Cargo Pod
- Rotary Cannon