



Neo Terran Hinton Research Vessel

SPECS

Class: Medium Ship
In Service: 2364
Point Value: 230
Ramming Factor: 30
Jump Delay: 26 Turns

MANEUVERING

Turn Cost: 2/5 Speed
Turn Delay: 6/5 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: N/A
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 13
Engine Efficiency: 4/1
Power Shortage: -3
Initiative Bonus: +12

WEAPON DATA

Mars Cannon
Class: Laser
Range Penalty: -1 per hex
Fire Control: +2/+2/+3
Intercept Rating: -2

Anti-Fighter Mode
Mode: Standard
Damage: 1d8
Rate of Fire: 3 per turn

Anti-Ship Mode
Mode: Raking (5)
Damage: 3d8
Rate of Fire: 1 per turn
Special: Ignores Shields

Flak Turret
Class: Particle
Mode: Pulse (Raking vs Ships)
Damage: 1d6
Maximum Pulses: 5
Pulse Grouping: +1 per 1
Range Penalty: -1 per hex
Fire Control: +0/+0/+3
Intercept Rating: -3 vs Ballistic
Rate of Fire: 1 per turn
Special: Does not breach fighter shields.

Rockeye Bank
Class: Ballistic
Mode: Standard
Damage: 5
Range Penalty: n/a
Max Launch Range: 15 hexes
Fire Control: +0/+0/+2
Intercept Rating: n/a
Rate of Fire: 2 per turn

MISSILES

WPN #7

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FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Research Lab
- 7-9: Mars Cannon
- 10-17: Structure
- 18-20: PRIMARY Hit

AFT HITS

- 1-5: Main Thrust
- 6-7: Jump Drive
- 8-10: Flak Turret
- 11-17: Structure
- 18-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Port/Stb Thrust
- 9-11: Rockeye Bank
- 12-15: Sensors
- 14-16: Engine
- 17-19: Reactor
- 19-20: C&C

SPECIAL RULE: On any hit scored on the port/stbd side, a natural roll of "20" is scored on the sensors.

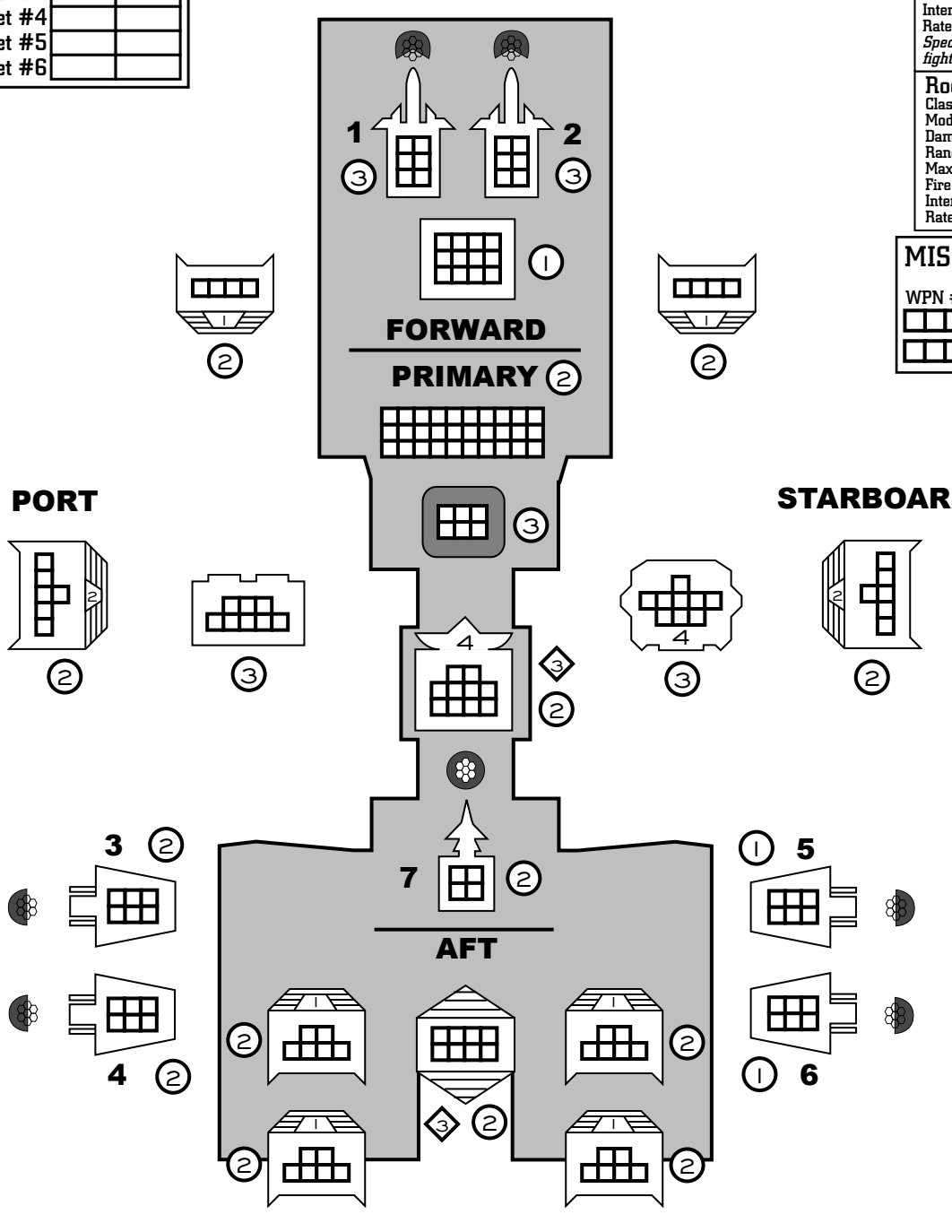
SPECIAL NOTES

Limited Sensors
ELINT Ship
Subspace Drive

SENSOR DATA

| Defensive EW | |
|--------------|--|
| Target #1 | |
| Target #2 | |
| Target #3 | |
| Target #4 | |
| Target #5 | |
| Target #6 | |

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|------------|---|---|---|---|---|---|---|----|----|----|----|----|
| Turn Cost | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 4 | 4 | 4 | 5 | 5 |
| Turn Delay | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | 14 | 15 |



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- Research Lab