



2ND EDITION

Terran Argo Class Transport

SPECS

Class: HCV
 In Service: 2359
 Point Value: 200
 Ramming Factor: 95
 Jump Delay: 18 Turns

MANEUVERING

Turn Cost: 1/2 Speed
 Turn Delay: 1/3 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: 3/1
 Extra Power: 0
 Initiative Bonus: +6

WEAPON DATA

Particle Turret
 Class: Particle
 Mode: Standard
 Damage: 6
 Range Penalty: -3 per 2 hexes
 Fire Control: +3/+3/+4
 Intercept Rating: -2
 Rate of Fire: 3 per turn
 Alternate Mode: 8 damage,
 +3/+2/+0, RoF 2 per turn

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

FORWARD HITS

1-5: Retro Thrust
 6-7: Magnetic Grapple
 8-9: Particle Turret
 10-18: Forward Structure
 19-20: PRIMARY Hit

SPECIAL NOTES

Limited Sensors
 Subspace Drive
 May carry up to 18 Marine Contingents

AFT HITS

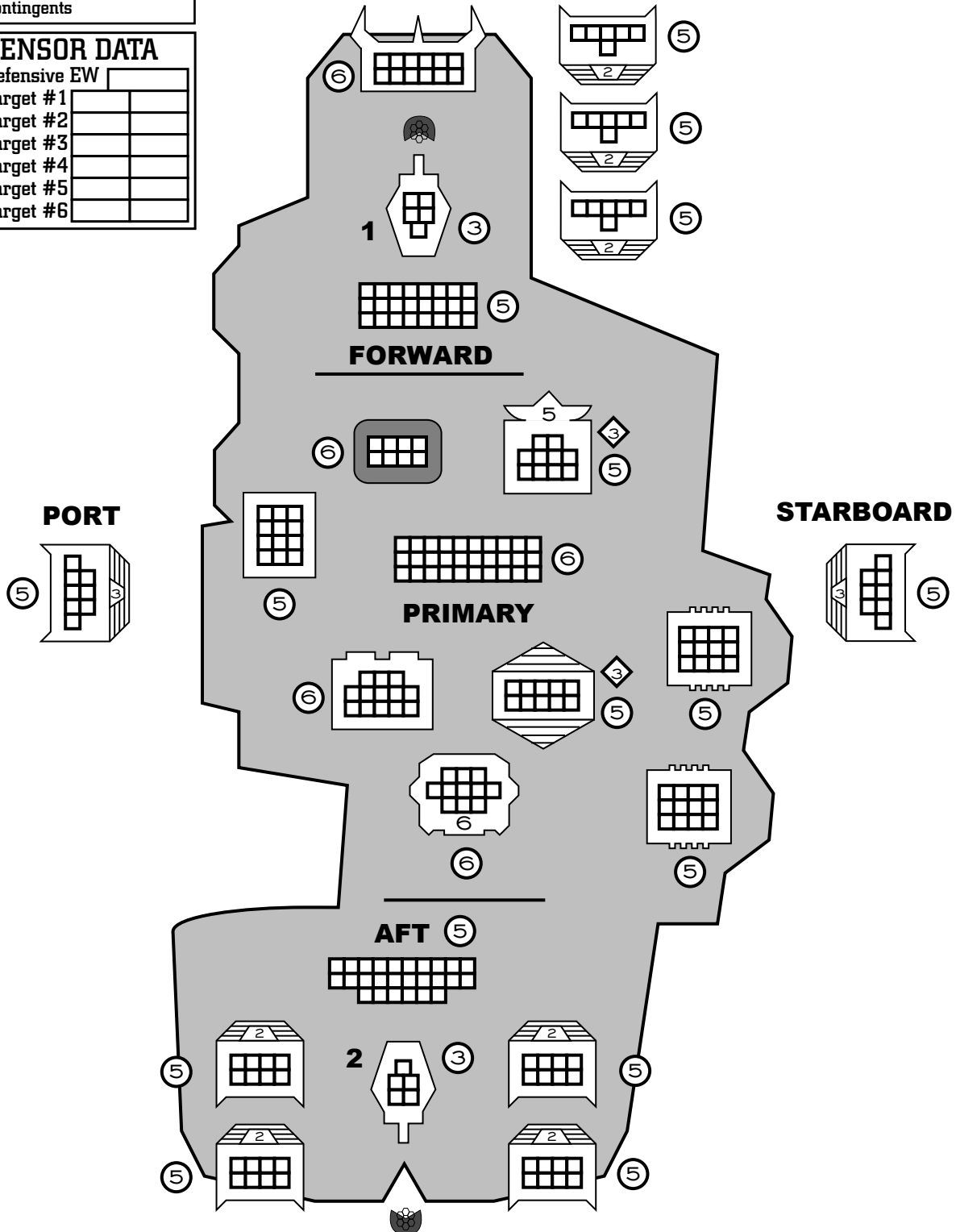
1-8: Main Thrust
 9-10: Particle Turret
 11-18: Aft Structure
 19-20: PRIMARY Hit

SENSOR DATA

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

PRIMARY HITS

1-8: Primary Structure
 9-10: Port/Stb Thrust
 11-12: Cargo / Passengers
 13-14: Jump Drive
 15-16: Sensors
 17-18: Engine
 19: Reactor
 20: C&C



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- CCEW Pod
- Passengers
- Cargo
- Magnetic Grapple