



Civilian Armed Tanker

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 13
In Service: 2162	Turn Delay: 1 x Speed	Stb/Port Defense: 14
Point Value: 210	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 4/1
Ramming Factor: 60	Pivot Cost: N/A	Power Shortage: -4
Jump Delay: N/A	Roll Cost: N/A	Initiative Penalty: -4
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost:	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay:	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA	
Standard Particle Beam	
Class: Particle	◆
Modes: Standard	
Damage: 1d10+6	
Range Penalty: -1 per hex	
Fire Control: +4/+4/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Particle Cannon	◇
Class: Particle	
Modes: Raking	
Damage: 2d10+15	
Range Penalty: -1 per 2 hexes	
Fire Control: +5/+4/+2	
Intercept Rating: -1	
Rate of Fire: 1 per 2 turns	
Light Laser Cannon	◇
Class: Laser	
Modes: Raking	
Damage: 2d10+7	
Range Penalty: -1 per hex	
Fire Control: +2/+1/-2	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	

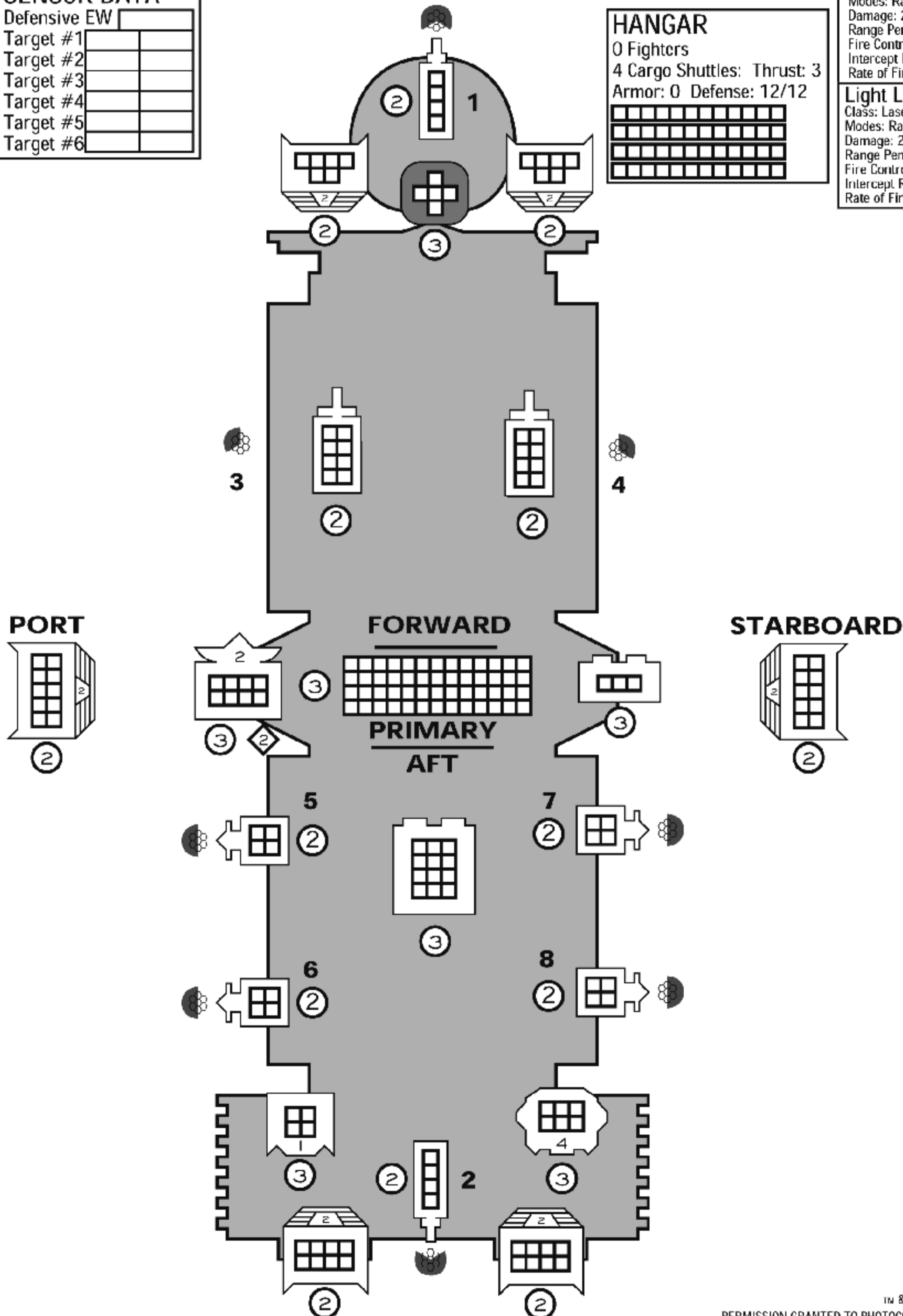
FORWARD HITS
1-4: Retro Thrust
5-10: Particle Cannon
11: Std Particle Beam
12: C&C
13-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-4: Main Thrust
5-8: Light Laser
9-10: Reactor
11: Std Particle Beam
12: Engine
13: Hangar
14-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-14: Port/Stb Thrust
15-17: Sensors
18-20: PRIMARY Reactor

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
0 Fighters
4 Cargo Shuttles: Thrust: 3
Armor: 0 Defense: 12/12



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Lt Laser
	Particle Cannon
	Std Particle Beam