



Civilian Missile Freighter

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 13
In Service: 2160	Turn Delay: 1 x Speed	Stb/Port Defense: 15
Point Value: 200	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 80	Pivot Cost: N/A	Extra Power: 0
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	

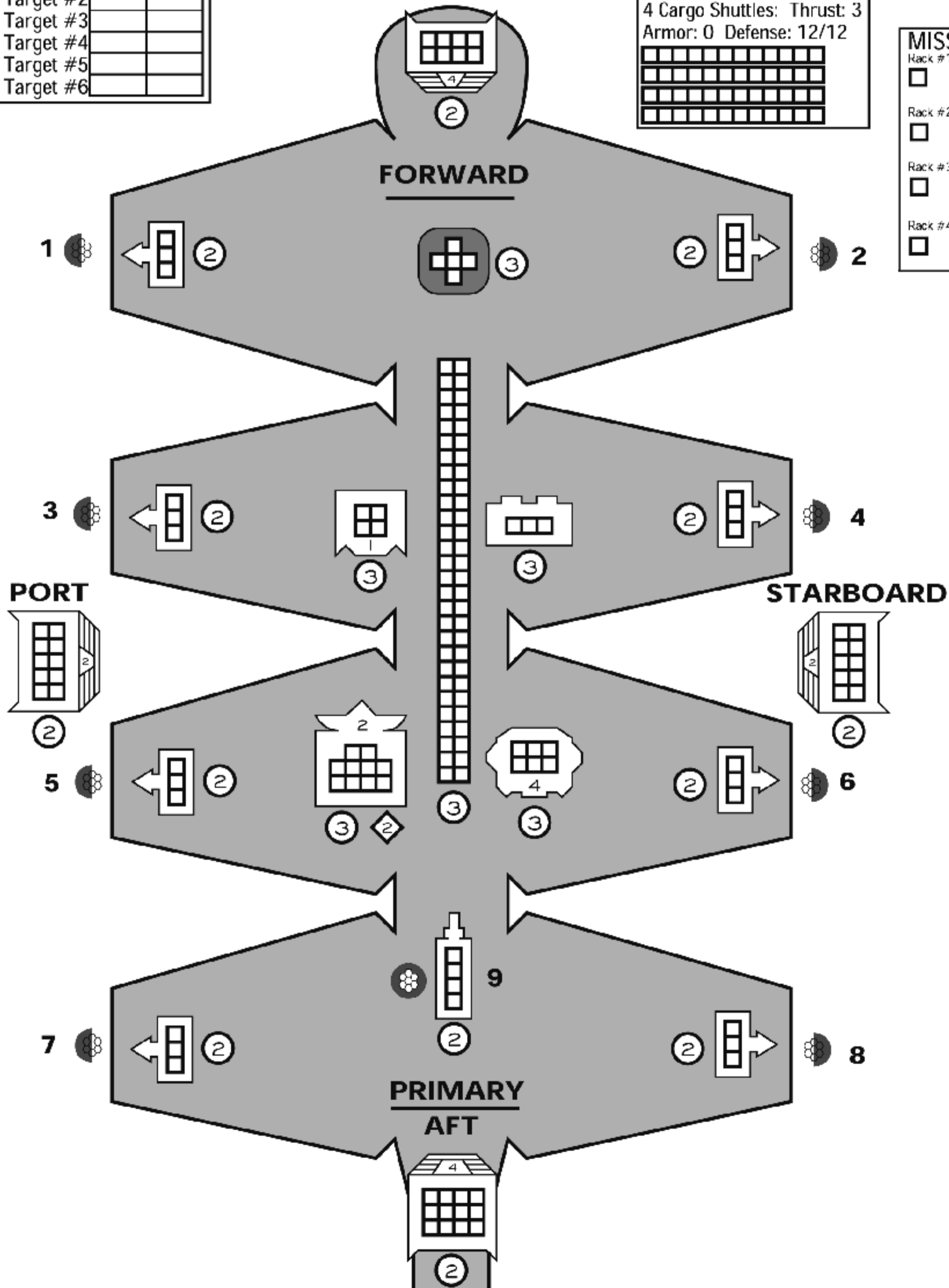
WEAPON DATA	
Standard Particle Beam	
Class: Particle	◆
Modes: Standard	
Damage: 1d10 + 6	
Range Penalty: -1 per hex	
Fire Control: +4/+4/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Class-SS Missile Rack	
Class: Ballistic	◇
Missiles: 1	
Range Penalty: None	
Fire Control: +0/-0/+0	
Rate of Fire: 1 per turn	

FORWARD HITS
1-3: Retro Thrust
4-11: Missile Racks #1-4
12-17: Structure
18-20: PRIMARY Hit
AFT HITS
1-3: Main Thrust
4-11: Missile Racks #5-8
12-17: Structure
18-20: PRIMARY Hit
PRIMARY HITS
1-7: Port/Stb Thrust
8-9: Std Particle Beam
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

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

MISSILES	
Rack #1	Rack #5
<input type="checkbox"/>	<input type="checkbox"/>
Rack #2	Rack #6
<input type="checkbox"/>	<input type="checkbox"/>
Rack #3	Rack #7
<input type="checkbox"/>	<input type="checkbox"/>
Rack #4	Rack #8
<input type="checkbox"/>	<input type="checkbox"/>



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Class-SS Missile Rack
	Std Particle Beam