

Civilian Jump Freighter

SPECS Class: Hvy Combat Vsl In Service: 2237 Point Value: 350 Ramming Factor: 100 Jump Delay: 32	MANEUVERING Turn Cost: 3/2 Speed Turn Delay: 4/3 Speed Accel/Decel Cost: 5 Thrust Pivot Cost: N/A Roll Cost: 2+2 Thrust	COMBAT STATS Fwd/Aft Defense: 14 Stb/Port Defense: 15 Engine Efficiency: 3/1 Extra Power: -4 Initiative Penalty: -6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 3 5 6 8 9 11 12 14 15 17 18	
Turn Delay	2 3 4 6 7 8 10 11 12 14 15 16	

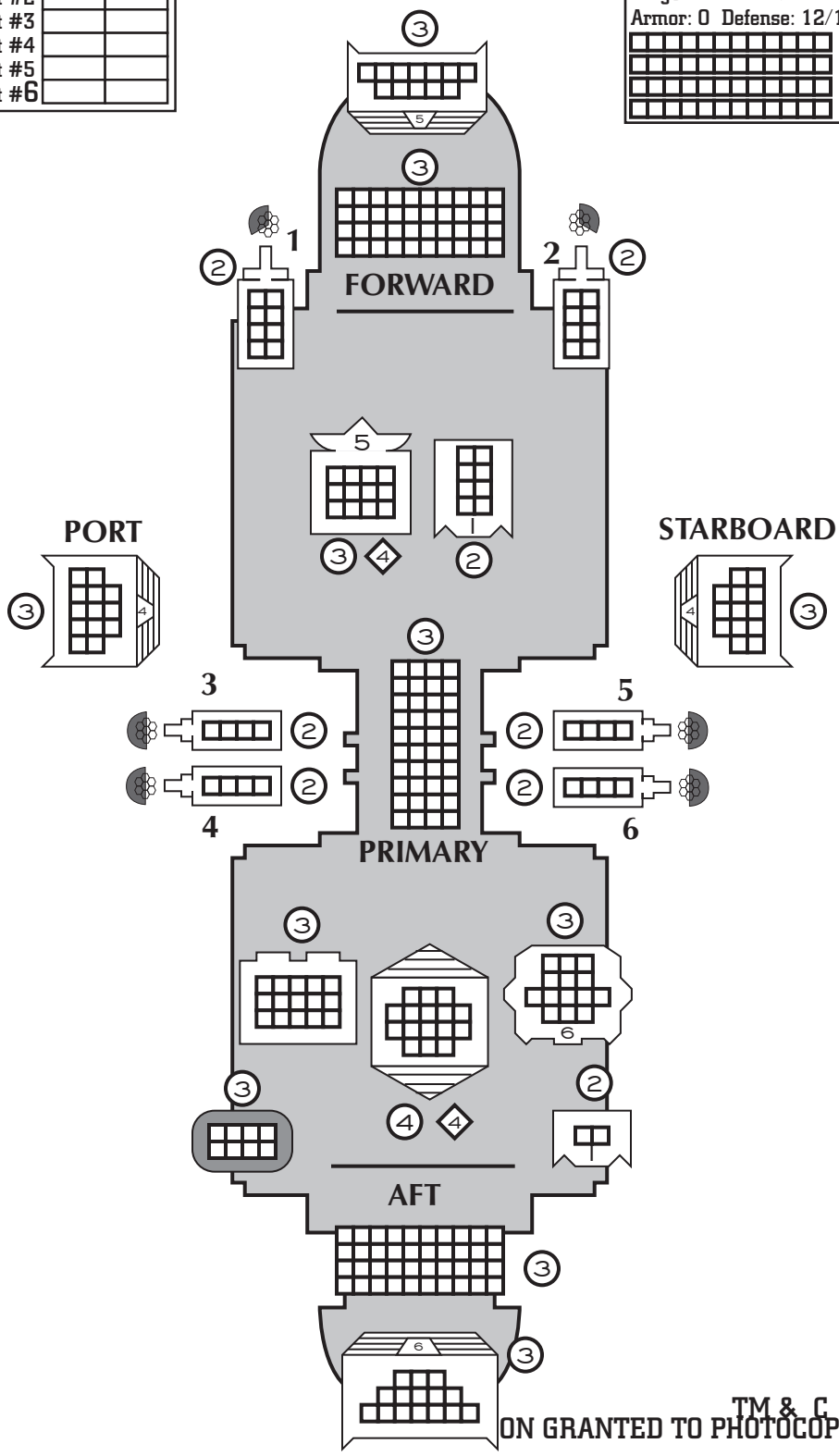
WEAPON DATA	
Particle Cannon Class: Particle Modes: Raking Damage: 2d10+15 Range Penalty: -1 per 2 hexes Fire Control: +5/+4/+2 Intercept Rating: -1 Rate of Fire: 1 per 2 turns	⬇

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	
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FORWARD HITS 1-4: Retro Thrust 5-6: Std Particle Beam 7-8: Particle Cannon 9-18: Forward Struct 19-20: PRIMARY Hit
AFT HITS 1-4: Main Thrust 5-6: Std Particle Beam 7-18: Aft Struct 19-20: PRIMARY Hit
PRIMARY HITS 1-11: Cargo 12-13: Sensors 14-15: 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	

HANGARS																																																																																	
6 Fighters																																																																																	
4 Cgo Shtls Each: Thrust: 3																																																																																	
Armor: 0 Defense: 12/12																																																																																	
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ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Jump Engine
	Particle Cannon
	Std Particle Beam