

Civilian Commercial Freightier Convoy

SPECS

Classification : Medium
In Service : 2160
Point Value : 100
Ramming Factor : 80
Jump Delay : N/A

MANEUVERING

Turn Cost : 1 x Speed
Turn Delay : 2 x Speed
Accel/Decel Cost : 4
Pivot Cost : N/A
Roll Cost : N/A

COMBAT STATS

Fwd/Aft Defence : 13
Stb/Port Defence : 15
Engine Efficiency : 4/1
Extra Power : 0
Initiative Bonus : -4

WEAPON DATA

Standard Particle Beam

Class : Particle
Mode : 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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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	2	4	6	8	10	12	14	16	18	20	22	24

FORWARD HITS

1-3 : Retro Thruster
4-5 : Cargo A
6-7 : Cargo B
8-9 : Cargo C
10-11 : Cargo D
12-17 : Structure
18-20 : PRIMARY Hit

AFT HITS

1-3 : Main Thruster
4-5 : Cargo E
6-7 : Cargo F
8-9 : Cargo G
10-11 : Cargo H
12-17 : Structure
18-20 : PRIMARY Hit

PRIMARY HITS

1-7 : Port/Stb Thruster
8-9 : Std. Particle Beam
10-12 : Sensor
13-15 : Engine
16-17 : Hangar
18-19 : Reactor
20 : C & C

