

Bulk Carrier

SPECS

Class: Capital Ship
In Service: --
Point Value: 700
Ramming Factor: 380
Hyper Cost: 16 Power

MANEUVERING

Turn Cost: 2 x Speed
Turn Delay: 4/3 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Sth/Port Defense: 18
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

HANGARS

36 Fighters
4 Lambda Class Shuttles

WEAPON DATA

Turbolaser Turret
Class: Laser
Mode: Standard
Damage: 1d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/+1
Interception Rating: -1
Rate of Fire: 1 per turn

Quad Laser

Class: Laser
Mode: Standard
Damage: 2 x 1d10
Range Penalty: -1 per hex
Fire Control: +2/+3/+5
Interception Rating: -2
Rate of Fire: 1 per turn

Laser Turret

Class: Laser
Mode: Standard
Damage: 1d10
Range Penalty: -1 per hex
Fire Control: +2/+3/+4
Interception Rating: -4
Rate of Fire: 1 per turn

FORWARD HITS

1-3: Retro Thrust
4-6: Twin Turbolaser
7-8: Quad Laser
9-10: Laser Cannon
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Sth Thrust
5-9: Laser Cannon
10-12: Hangar
13-18: Port/Sth Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Twin Turbolaser
10-12: Quad Laser
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-10: Hyperdrive
11-12: Shield Generator
13-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

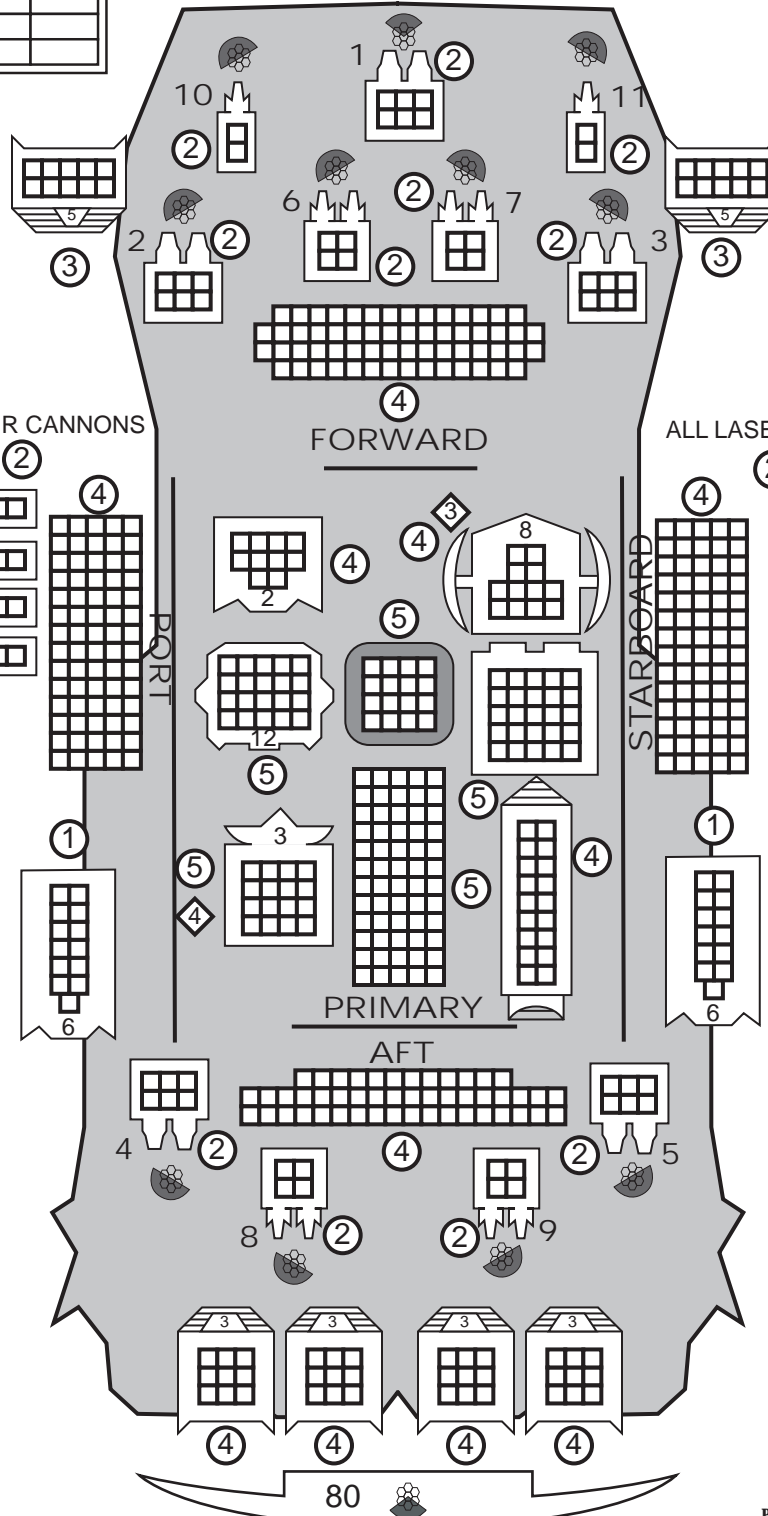
Target #2

Target #3

Target #4

Target #5

Target #6



ALL LASER CANNONS

FORWARD

ALL LASER CANNONS

90

90

PORT

STARBOARD

PRIMARY

AFT

80

ICON RECOGNITION

