



# Civilian Modulon Ore Transport

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 15
In Service: 9857	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 165	Acc/Decel Cost: 4 Thrust	Engine Efficiency: 2/1
Ram Factor: 240	Pivot Cost: 3+3 Thrust	Extra Power: +0
Jump Delay: n/a	Roll Cost: 3+3 Thrust	Initiative Bonus: -1
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	
<b>Vulcan Railgun</b>	
Class: Matter	
Modes: Standard	
Damage: 1d6+5	
Range Penalty: -2 per 3 hexes	
Fire Control: +2/+2/+2	
Intercept Rating: -2 (Ballistic)	
Rate of Fire: 1 per turn	
<b>Dual Chaingun</b>	
Class: Explosive	
Mode: Standard	
Damage: 1d6+2	
Range Penalty: -2 per hex	
Fire Control: +1/+2/+3	
Intercept Rating: -1 (ballistic)	
Rate of Fire: 2 per turn	

FORWARD HITS	
1-6:	Retro Thrust
7-13:	Cargo A
14-18:	Forward Structure
19-20:	PRIMARY Hit

SIDE HITS	
1-5:	Port/Stb Thrust
6-7:	Vulcan Railgun
8-13:	Cargo B or C
14-18:	Structure
19-20:	PRIMARY Hit

AFT HITS	
1-6:	Main Thrust
7-9:	Dual Chaingun
10-12:	Hangar
13-18:	Aft Structure
19-20:	PRIMARY Hit

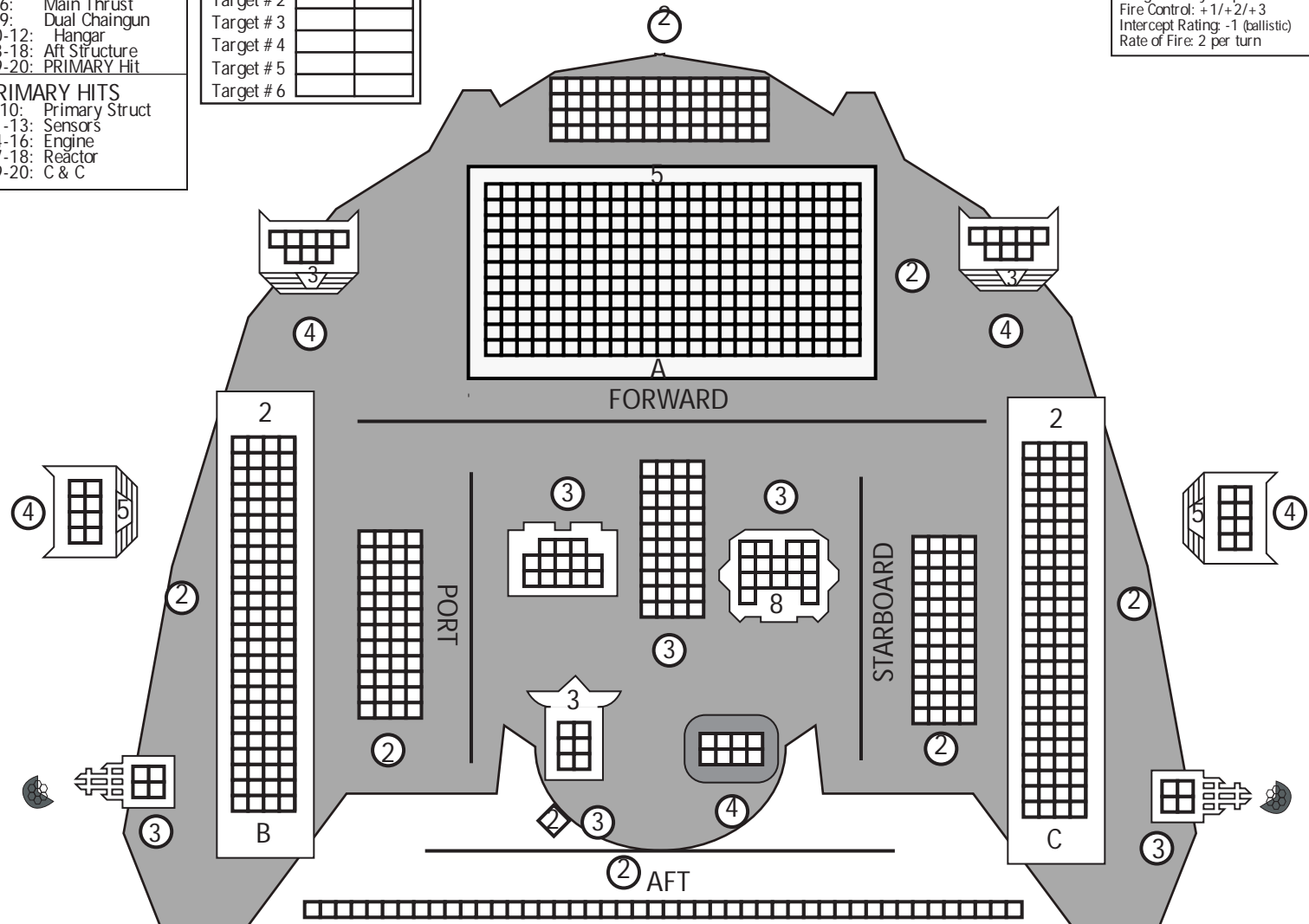
  

PRIMARY HITS	
1-10:	Primary Struct
11-13:	Sensors
14-16:	Engine
17-18:	Reactor
19-20:	C & C

**SPECIAL NOTES**  
Antiquated Sensors

**SENSOR DATA**

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



**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Vulcan Railgun
- Dual Chaingun