



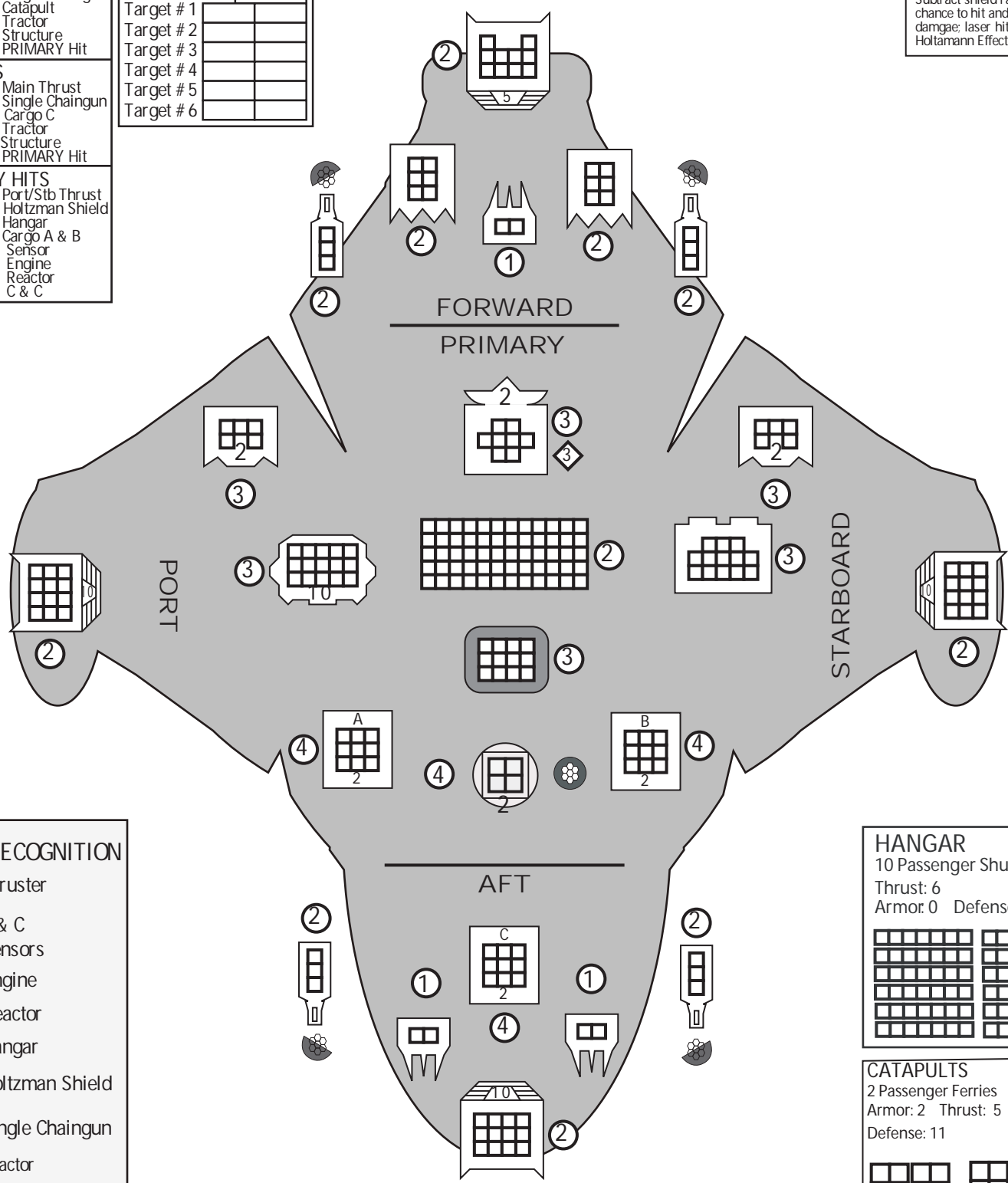
Landsraad Passenger Liner

SPECS Class: Medium Ship In Service: 7880 Point Value: 160 Ramming Factor: 50 Jump Delay: N/A	MANEUVERING Turn Cost: 1/2 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 1+1 Thrust Roll Cost: 2+2 Thrust	COMBAT STATS Fwd/Aft Defense: 12/10 Stb/Port Defense: 12/10 Engine Efficiency: 2/1 Extra Power: 0 Initiative Bonus: +12										
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA	
Single Chaingun	
Class: Explosive	
Mode: Standard	
Damage: 1d6+2	
Range Penalty: -2 per hex	
Fire Control: +1/+2/+4	
Intercept Rating: -1 (ballistic only)	
Rate of Fire: 1 per turn	
Holtzman Shield	
Subtract shield rating from chance to hit and incoming damage; laser hit causes Holtzman Effect	

FORWARD HITS	
1-5:	Retro Thrust
6-7:	Single Chaingun
8-9:	Catapult
10:	Tractor
11-16:	Structure
17-20:	PRIMARY Hit
AFT HITS	
1-5:	Main Thrust
6-7:	Single Chaingun
8-9:	Cargo C
10-11:	Tractor
12-16:	Structure
17-20:	PRIMARY Hit
PRIMARY HITS	
1-6:	Port/Stb Thrust
7:	Holtzman Shield
8-10:	Hangar
11-12:	Cargo A & B
13-14:	Sensor
15-16:	Engine
17-18:	Reactor
19-20:	C & C

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
	Holtzman Shield
	Single Chaingun
	Tractor

HANGAR	
10 Passenger Shuttles:	
Thrust: 6	
Armor: 0 Defense: 9	

CATAPULTS	
2 Passenger Ferries	
Armor: 2 Thrust: 5	
Defense: 11	