

WEAPON DATA

Point Defense Beam
 Class: Particle
 Mode: Standard
 Damage: 1d10+7
 Range Penalty: -1 per hex
 Fire Control: +4/+4/+5
 Intercept Rating: -3
 Rate of Fire: 1 per turn

THS Remora Repair Craft

SPECS

Class: Hvy Combat Vsl
 In Service: Unknown
 Point Value:
 Ramming Factor: 85
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
 Sth/Port Defense: 15
 Engine Efficiency: 3/1
 Extra Power: +5
 Initiative Bonus: +8

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

FORWARD HITS

1-6: Retro Thrust
 7-9: Point Defense Beam
 10-17: Structure
 18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
 8-10: Point Defense Beam
 11-17: Structure
 18-20: PRIMARY Hit

PRIMARY HITS

1-5: Port/Stbd Thrust
 6-8: Hanger
 9-11: Sensors
 12: Remote Coordinator
 13-14: Struct Replacement
 15: Self Repair
 16-17: Engine
 18-19: Reactor
 20: C & C

SPECIAL NOTES

Limited Deployment (33%)
 Gravitic Drive

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

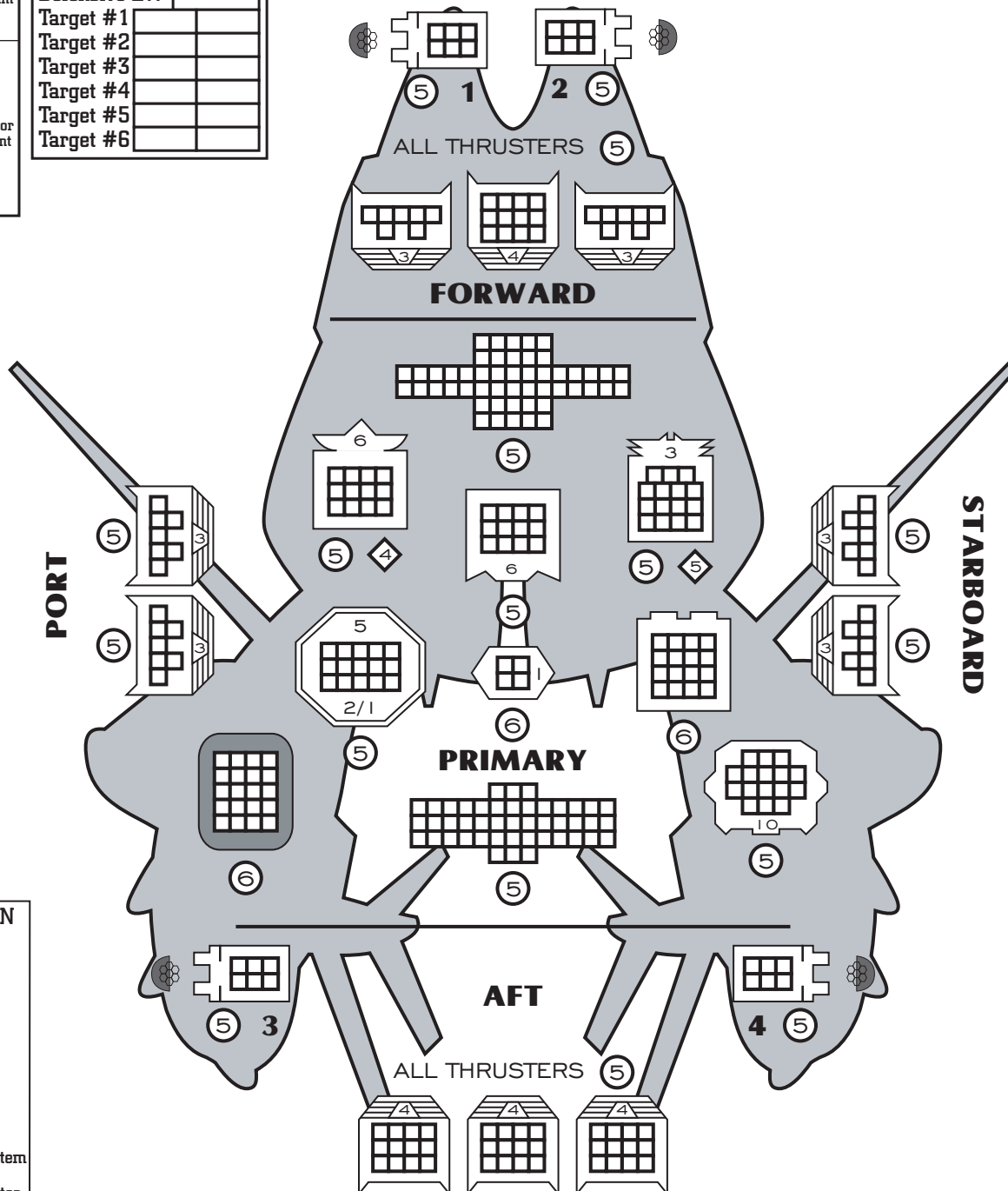
Target #4

Target #5

Target #6

MAIN HANGAR

12 Remotes



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- Structural Replacement System
- Remote Coordinator
- Self Repair
- Hanger
- Point Defense Beam