

TKS Manta Patroller

SPECS

Class: Medium
In Service: Unknown
Point Value: ???
Ramming Factor: 75
Jump Delay: 16 Turns

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2 Thrust
Roll Cost: 2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: +8
Initiative Bonus: +13

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

Molecular Concentrator
Class: Molecular
Mode: Raking
Damage: 2d10+15
Range Penalty: -1 per 3 hexes
Fire Control: +4/+4/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Treated as Laser weapon for intercept.

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

FORWARD HITS

1-6: Retro Thrust
7-9: Mol. Concentrator
10-11: Point Defense Beam
12-18: Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Mol. Concentrator
9-10: Point Defense Beam
11-12: Jump Drive
13-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stbd Thrust
9-11: Sensors
12-13: Struct Replacement
14-16: Engine
17-19: Reactor
20: C & C

SPECIAL NOTES

Gravitic Drive
Agile Ship

SENSOR DATA

Defensive EW

Target #1

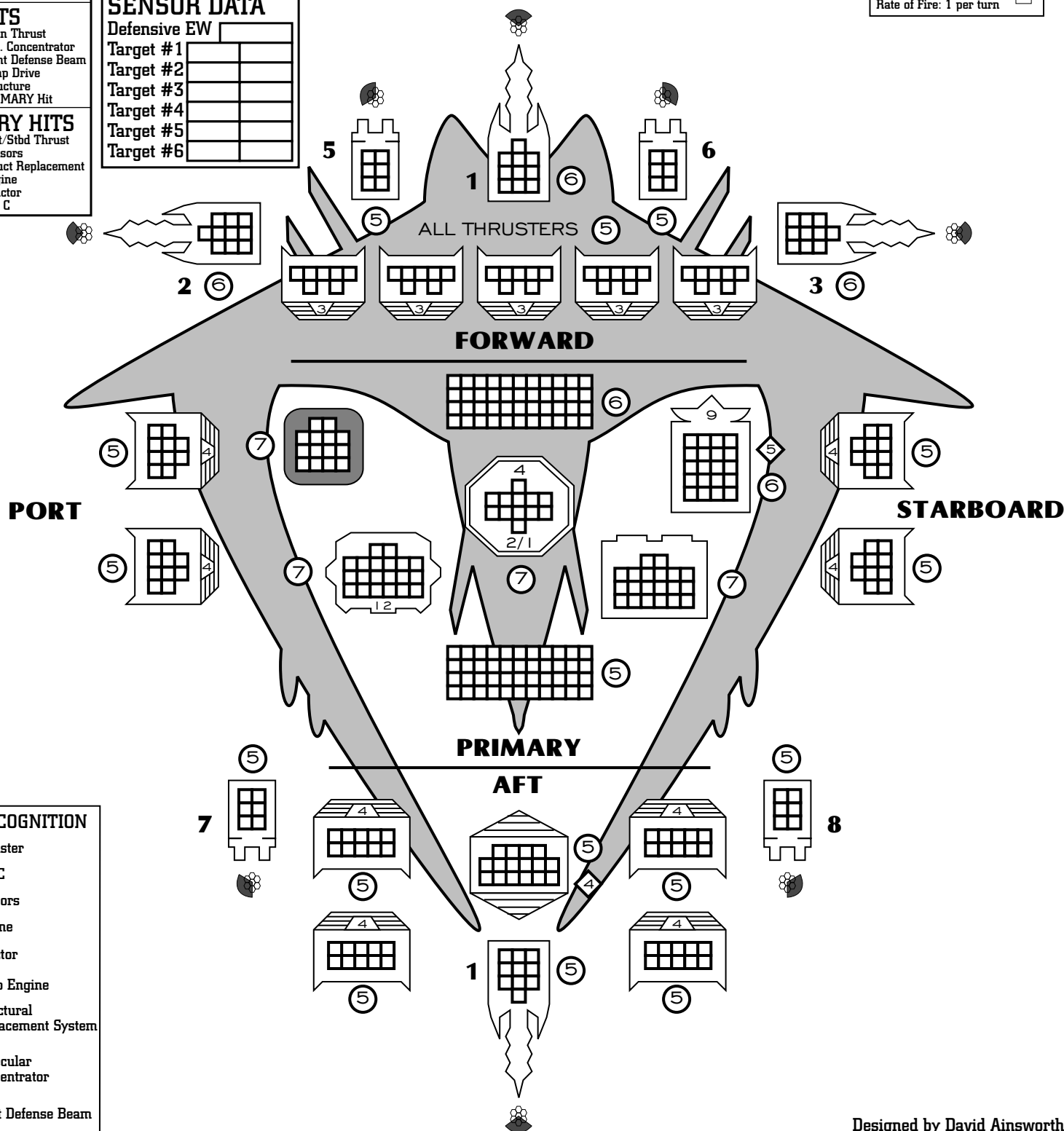
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- Structural Replacement System
- Molecular Concentrator
- Point Defense Beam