Version 1: 2E/NU

Name: _____ Counter: _____

Sal-bez Vaz'tak System Tug

SPECS
Class: Medium Ship
In Service: 2066
Point Value: 150
Ramming Factor: 40
Jump Delay: n/a

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

COMBAT STATS
Fwd/Aft Defense: 11
Stb/Port Defense: 14
Engine Efficiency: 3/1
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	4	6	8	10	12	14	16	18	20	22	24

WITHOUT POD
Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1+1 Thrust
Roll Cost: 1+1 Thrust

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

FORWARD HITS
1-5: Retro Thrust
6-8: Cargo
9-10: Lt Particle Beam
11: Hanger
12-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-4: Main Thrust
5-12: Cargo
13-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-5: Port/Stb Thrust
6-12: Cargo
13-14: Sensors
15-17: Engine
18-19: Reactor
20: C&C

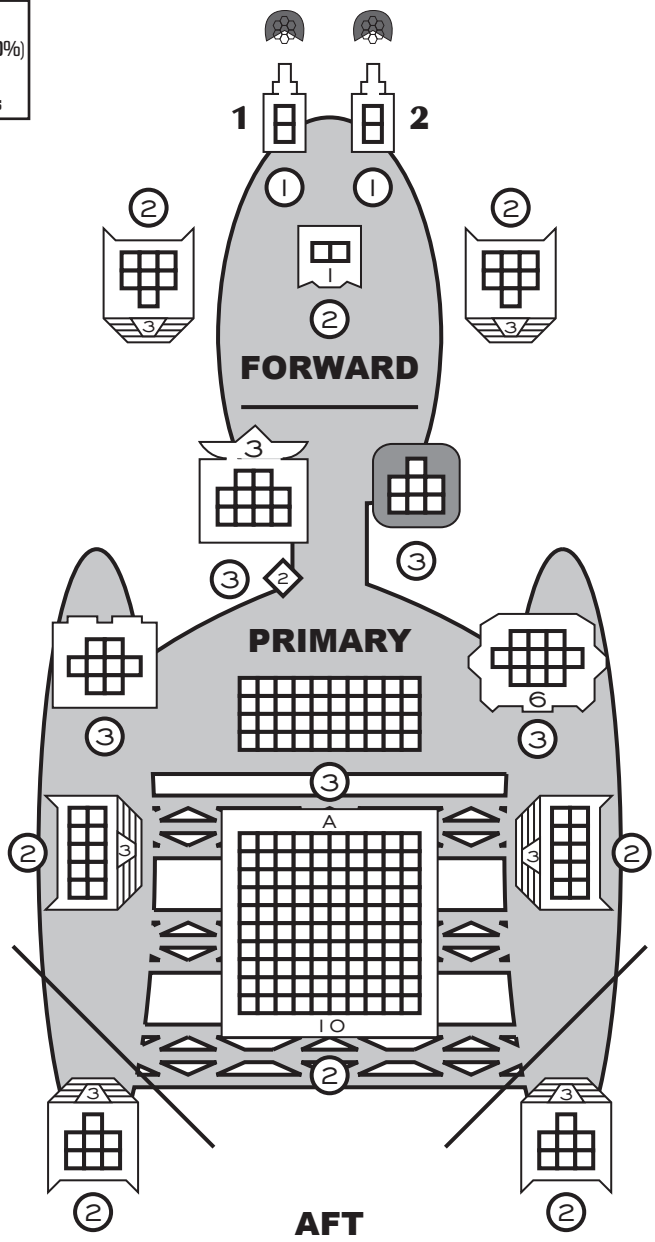
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

SPECIAL NOTES
Restricted Deployment (10%)
Atmospheric Capable
Cargo Pod Costs 50 Points

WEAPON DATA
Lt Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Improved Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

HANGARS
2 Cargo Shuttles
Thrust: 3
Armor: 0 Defense: 11/13



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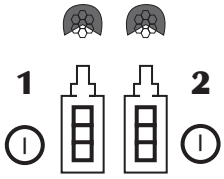

Point Value:
1. Replace Lt Particl Beams 1 and 2 with Improved Particle Beams 1 and 2 with the arcs and armor as shown above.

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Lt Particle Beam
Intermediate Particle Beam

DESIGN BY Geoffrey and Jeremy Stano