

United Democratic Planets TII. Freighter

SPECS

Class: HCV
 In Service: 2354
 Point Value: 200
 Ramming Factor: 20
 Jump Delay: 12 Turns

MANEUVERING

Turn Cost: 1/4 Speed
 Turn Delay: 1/4 Speed
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 10
 Stb/Port Defense: 11
 Engine Efficiency: 1/1
 Extra Power: 0
 Initiative Bonus: +15

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

RULES OF ENGAGEMENT

PRIMARY HITS

1-6 Structure
 7-10 Drive
 11-12 ELT
 13 UWA
 14 DESP
 15 Sensors
 16 DES
 17 Reactor
 18 MET
 19 Hyperdrive
 20 C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

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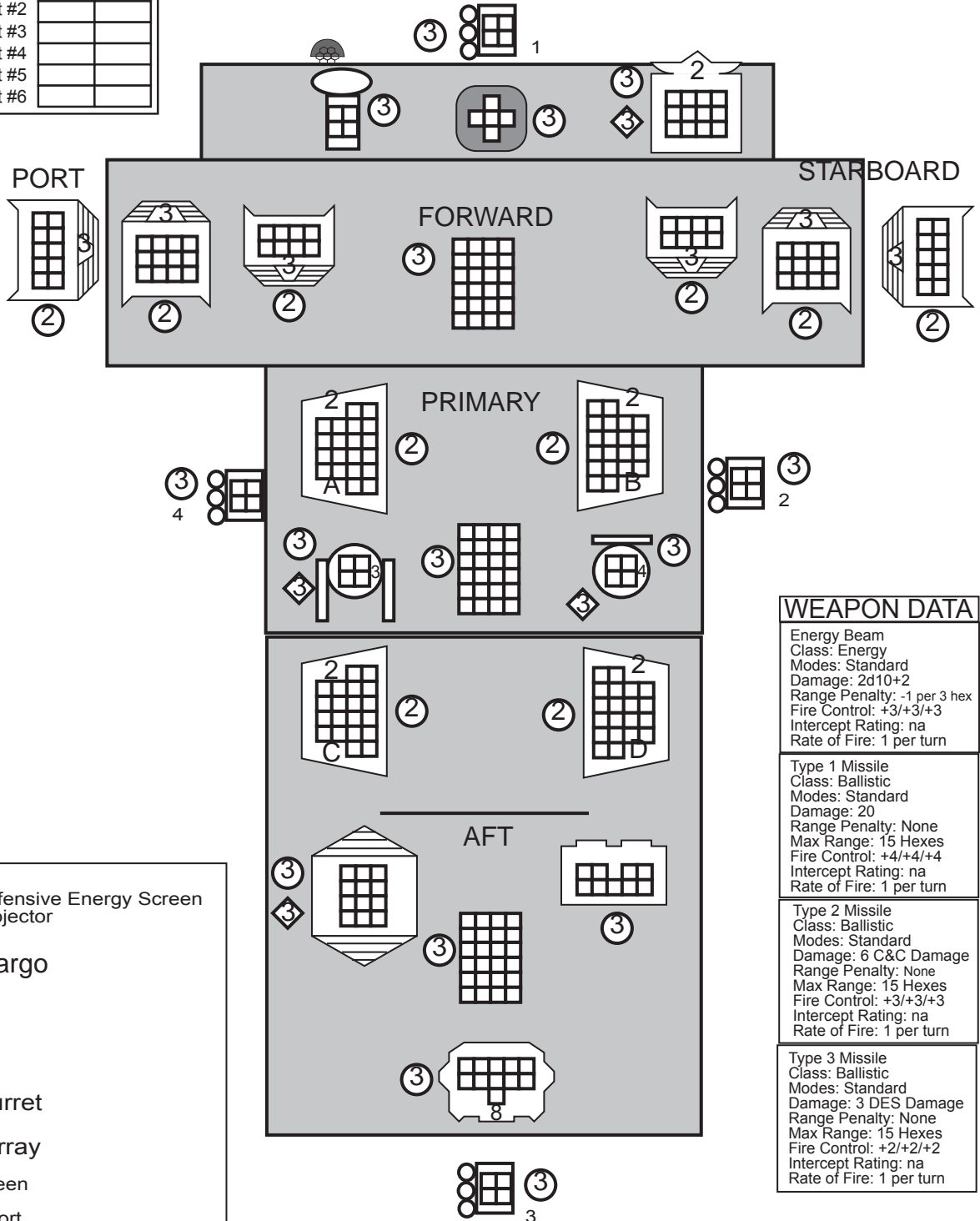
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MARINE RAIDER
SQUADS

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Drive
- Hyper Drive
- Reactor
- Energy-Launch Turret
- Unified Weapon Array
- Defensive Energy Screen
- Matter-Energy Transport
- Defensive Energy Screen Projector
- Cargo



WEAPON DATA

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

Type 1 Missile
 Class: Ballistic
 Modes: Standard
 Damage: 20
 Range Penalty: None
 Max Range: 15 Hexes
 Fire Control: +4/+4/+4
 Intercept Rating: na
 Rate of Fire: 1 per turn

Type 2 Missile
 Class: Ballistic
 Modes: Standard
 Damage: 6 C&C Damage
 Range Penalty: None
 Max Range: 15 Hexes
 Fire Control: +3/+3/+3
 Intercept Rating: na
 Rate of Fire: 1 per turn

Type 3 Missile
 Class: Ballistic
 Modes: Standard
 Damage: 3 DES Damage
 Range Penalty: None
 Max Range: 15 Hexes
 Fire Control: +2/+2/+2
 Intercept Rating: na
 Rate of Fire: 1 per turn