

Medium Transport

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 11
In Service: --	Turn Delay: 1 x Speed	Stb/Port Defense: 12
Point Value: 80	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 90	Pivot Cost: N/A	Extra Power: +4
Hyper Cost: 2 Power	Roll Cost: N/A	Initiative Bonus: 0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

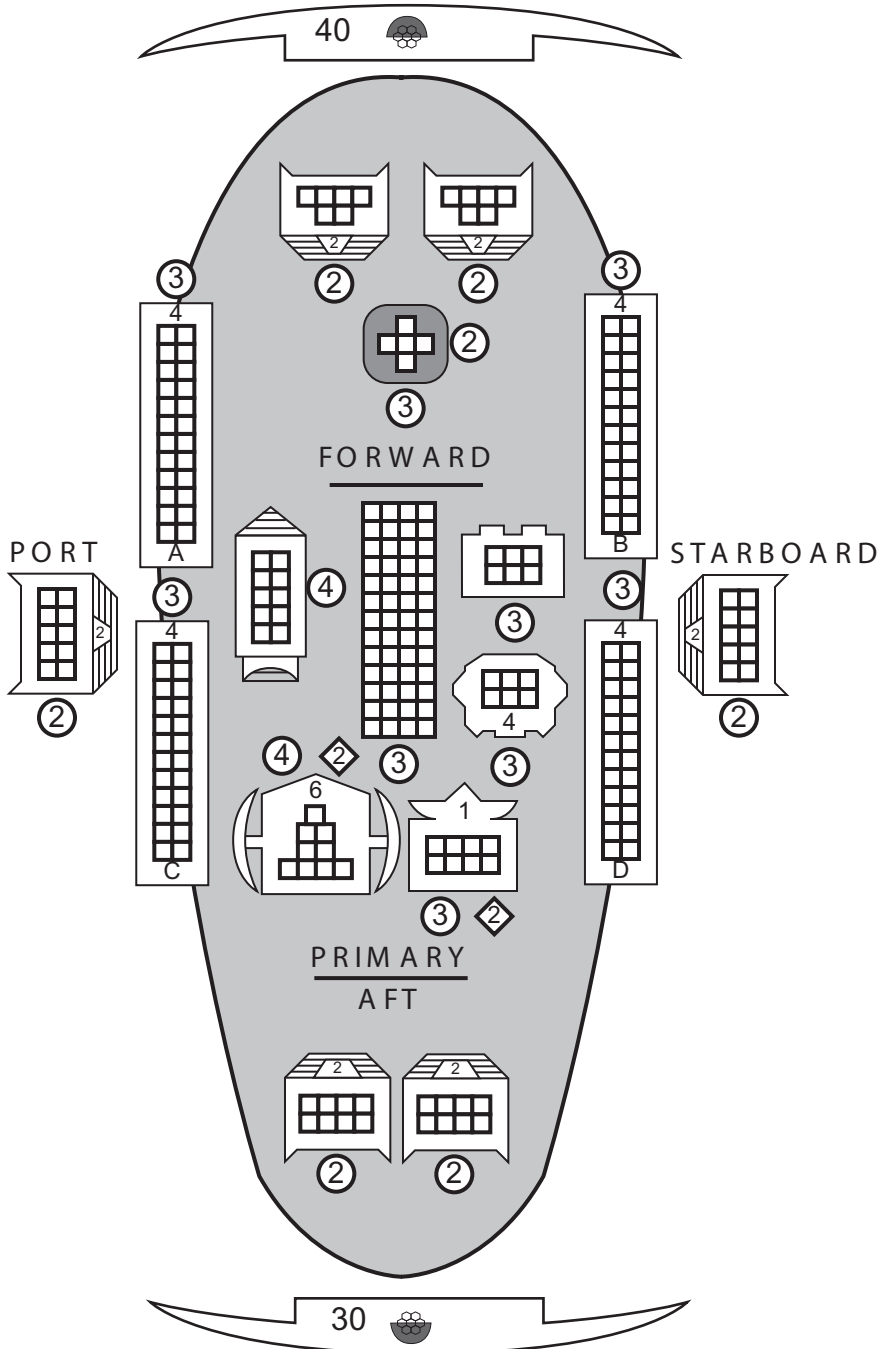
FORWARD HITS
1-4: Retro Thrust
5-6: Cargo A
7-8: Cargo B
9: C&C
12-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-4: Main Thrust
5-6: Cargo C
7-8: Cargo D
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-9: Port/Stb Thrust
10-11: Engine
12-13: Hyperdrive
14-15: Shield Generator
16-17: Sensors
18-20: Reactor

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

SHIELD DATA		
	Ray	Particle
Forward		
Port		
Starboard		
Aft		



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Hyperdrive
	Shield Generator
	Cargo