



Solassi Tovlan Supply Ship

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 12
In Service: 1709	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value: 285	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 120	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 4+4 Thrust	Initiative Bonus: +6
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	

WEAPON DATA	
Lt Particle Projector	
Class: Particle	◆
Modes: Standard	
Damage: 1d6+4	
Range Penalty: -2 per hex	
Fire Control: +2/+2/+3	
Intercept Rating: -2	☐
Rate of Fire: 1 per turn	
Sentinel Point Defense	
Class: Particle	◆
Modes: n/a	
Damage: n/a	
Range Penalty: n/a	
Fire Control: n/a	
Intercept Rating: -3	☐
Rate of Fire: 1 per turn	

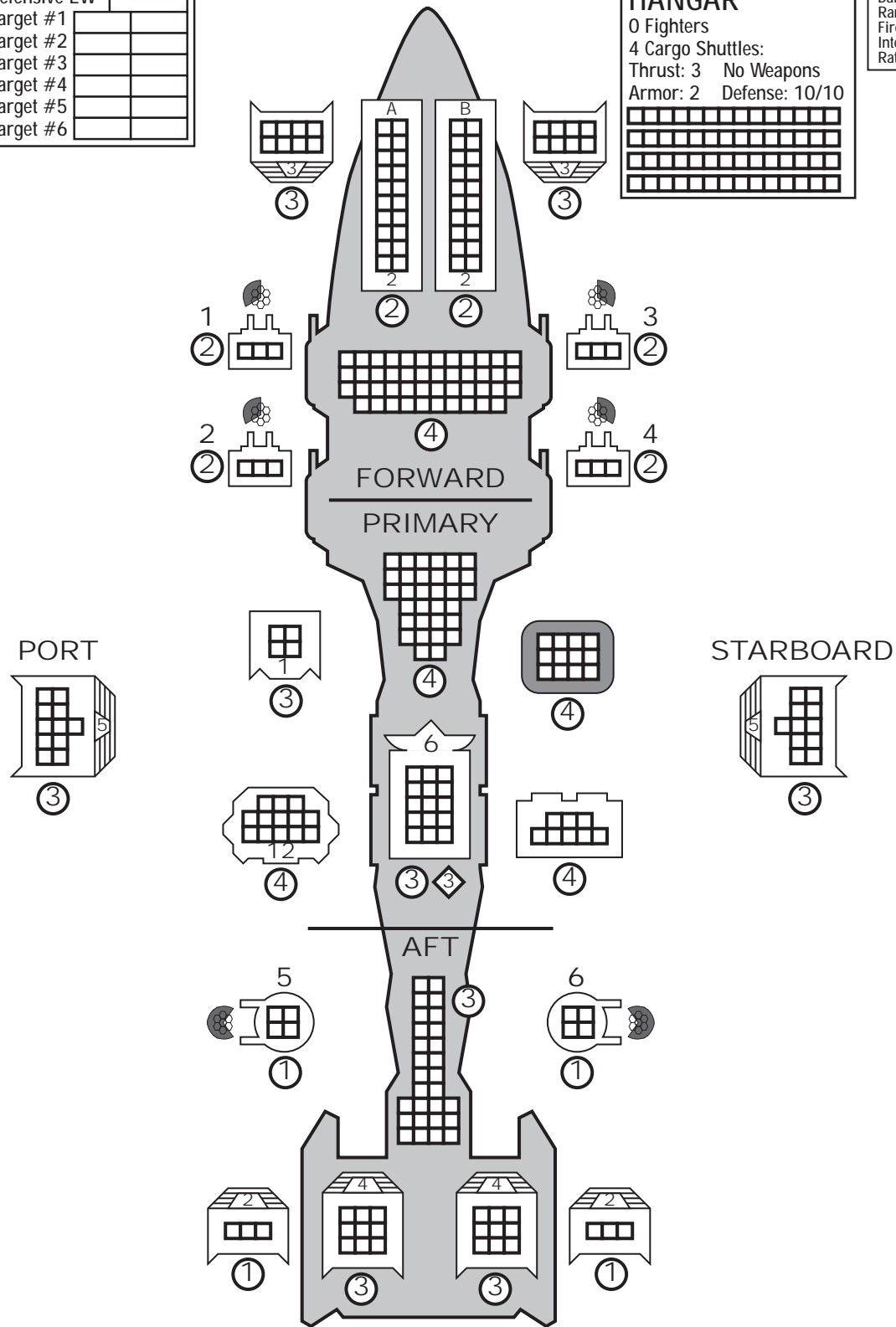
FORWARD HITS	
1-5:	Retro Thrust
6-8:	Cargo
9-10:	Lt Particle Projector
11-18:	Forward Structure
19-20:	PRIMARY Hit

AFT HITS	
1-6:	Main Thrust
7-8:	Sentinel PD
9-18:	Aft Structure
19-20:	PRIMARY Hit

PRIMARY HITS	
1-8:	Primary Structure
9-12:	Port/Stb Thrust
13-14:	Sensors
15-16:	Engine
17-18:	Hangar
19:	Reactor
20:	C&C

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

HANGAR	
0 Fighters	
4 Cargo Shuttles:	
Thrust: 3 No Weapons	
Armor: 2 Defense: 10/10	



ICON RECOGNITION	
☐	Thruster
☐	C & C
☐	Sensors
☐	Engine
☐	Reactor
☐	Hangar
☐	Cargo
☐	Lt Particle Projector
☐	Sentinel Point Defense