



Commerce Guild Diamond Transport Cruiser

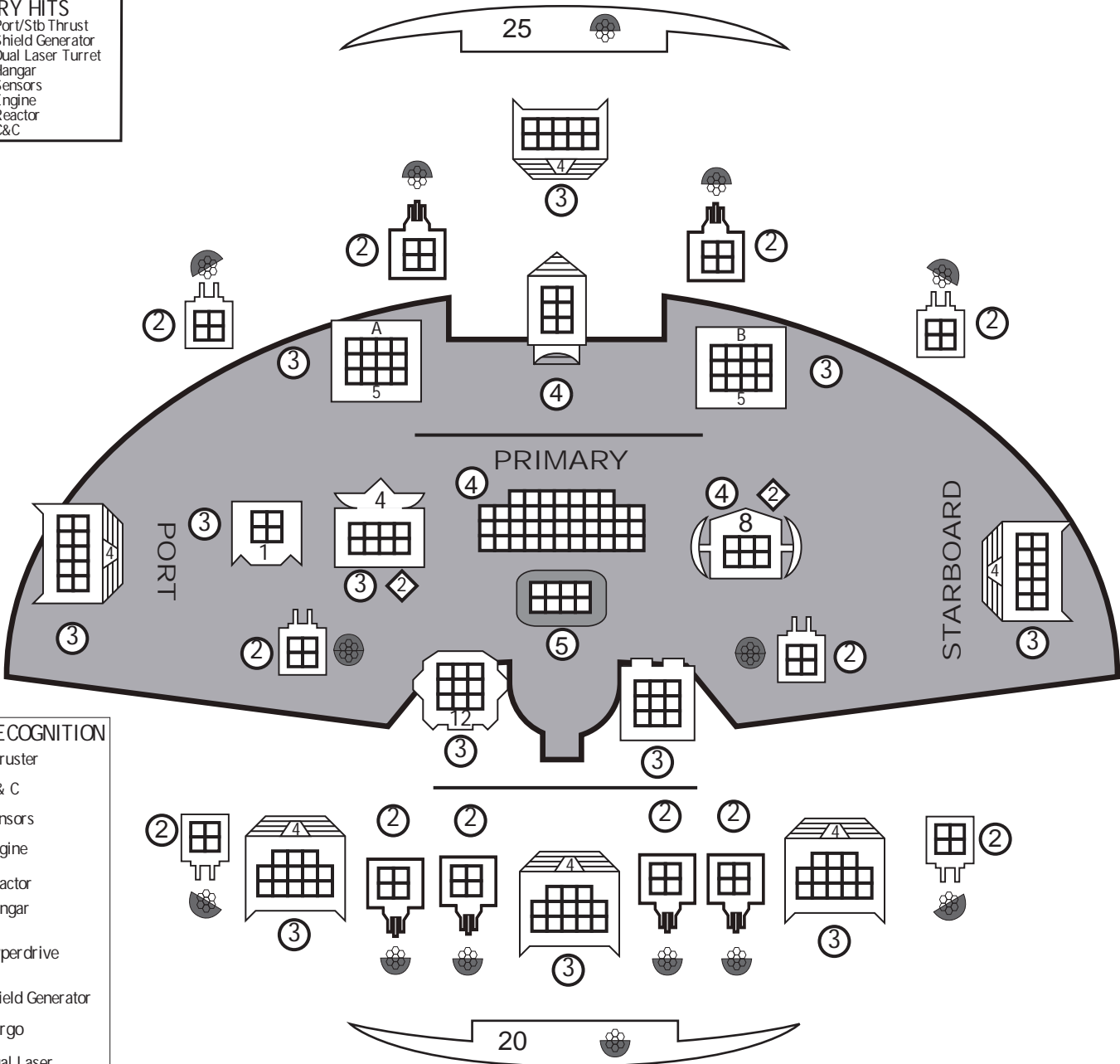
SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13
In Service: -35 ANH	Turn Delay: 1/2 Speed	Stb/Port Defense: 10
Point Value: 210	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 50	Pivot Cost: 3+3 Thrust	Extra Power: +0
Hyperdrive Delay: 5	Roll Cost: 3+3 Thrust	Initiative Bonus: +11
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
Dual Laser Turret
Class: Pulse Laser
Mode: Standard
Damage: 1d10+2
Range Penalty: -2 per hex
Fire Control: +2/+2/+4
Interception Rating: -2
Rate of Fire: 1 per turn
Point Defense Laser Battery
Class: Laser
Mode: Standard
Damage: 1d6+3
Range Penalty: -3 per hex
Fire Control: +1/+2/+4
Interception Rating: -3
Rate of Fire: 1 per turn

FORWARD HITS
1-4: Retro Thrust
5-6: Dual Laser Turret
7-8: Point Defense Btty
9: Hyperdrive
10-12: Cargo A/B
13-17: Structure
18-20: PRIMARY Hit
AFT HITS
1-7: Main Thrust
8-9: Dual Laser Turret
10-12: Point Defense Btty
13-18: Structure
18-20: PRIMARY Hit
PRIMARY HITS
1-6: Port/Stb Thrust
7-8: Shield Generator
9-10: Dual Laser Turret
11-12: Hangar
13-14: Sensors
15-16: Engine
17-18: Reactor
19-20: C&C

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

HANGAR
0 Fighters
4 Cargo Shuttles:
No Weapon Thrust: 3
Armor: 0 Defense: 12/12
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ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Hyperdrive
	Shield Generator
	Cargo
	Dual Laser
	Point Defense Battery