



Civilian Q-Ship (BA Bolter Model)

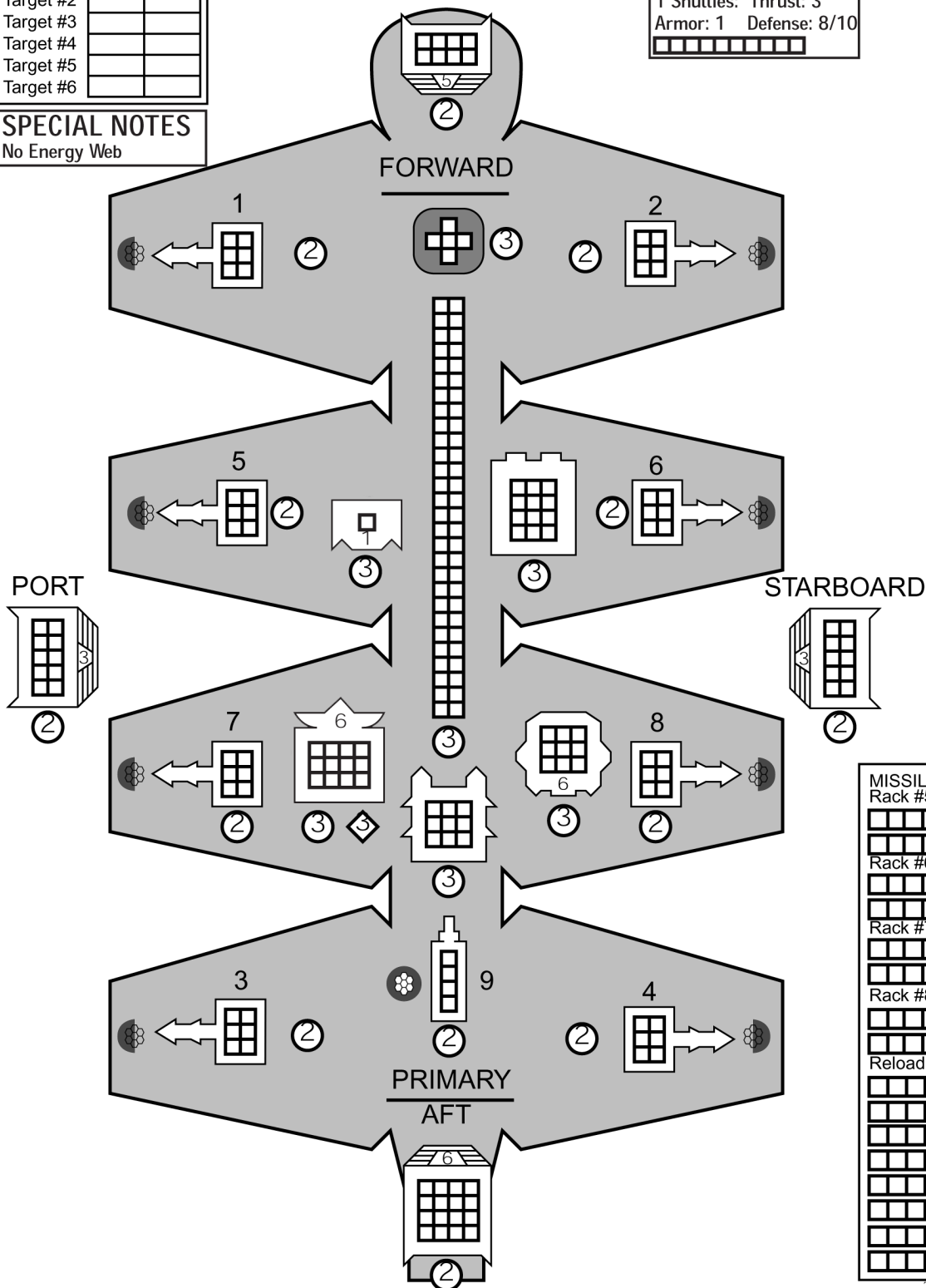
SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 13
In Service: 2235	Turn Delay: 1 x Speed	Stb/Port Defense: 15
Point Value: 450	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 80	Pivot Cost: N/A	Extra Power: +2
Jump Delay: N/A	Roll Cost: N/A	Initiative 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		

WEAPON DATA
Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn
Class-S Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

FORWARD HITS
1-6:Retro Thrust
7-8:Med Bolter 1-2
9-10:Missile Rack 5-6
11-17:Structure
18-20:PRIMARY Hit
AFT HITS
1-6:Main Thrust
7-8:Med Bolter 3-4
9-10:Missile Rack 7-8
11-17:Structure
18-20:PRIMARY Hit
PRIMARY HITS
1-6:Port/Stb Thrust
7:Reload Rack
8-9:Std Particle Beam
10-12:Sensors
13-15:Engine
16-17:Hangar
18-19:Reactor
20:C & C

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6
SPECIAL NOTES
No Energy Web

HANGAR
0 Fighters
1 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Reload Rack
Class-S Missile Rack
Std Particle Beam

MISSILES
Rack #5
Rack #6
Rack #7
Rack #8
Reload Rack