

## Nashani Ha-Nito Courier

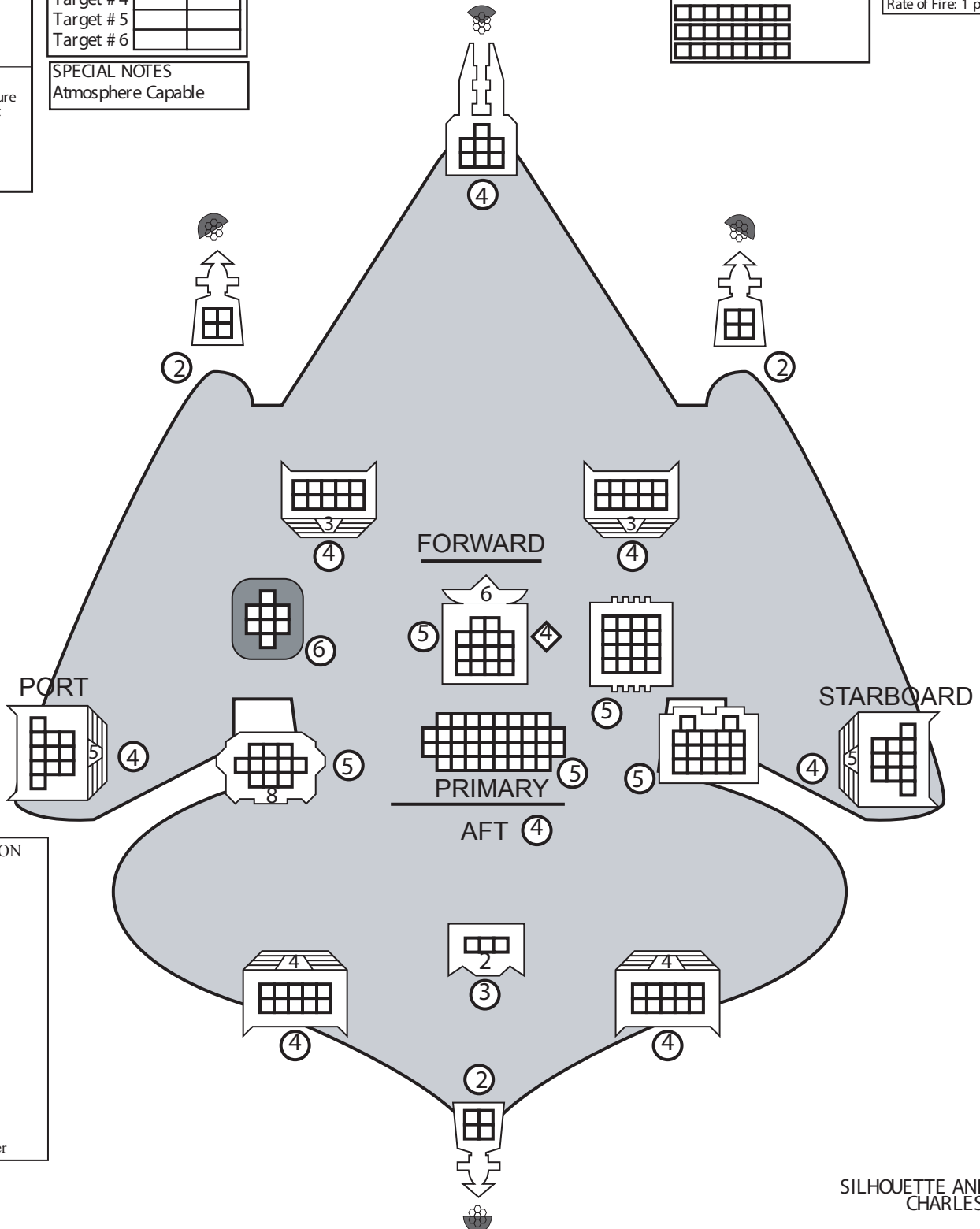
<b>SPECS</b>	<b>MANEUVERING</b>	<b>COMBAT STATS</b>
Class: MCV	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: 2246	Turn Delay: 1/2 Speed	Stb/Port Defense: 13
Point Value: 300	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 60	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1+1 Thrust	Initiative Bonus: +12
<b>Speed</b>	1 2 3 4 5 6 7 8 9 10 11 12	
<b>Turn Cost</b>	1 1 2 2 3 3 4 4 5 5 6 6	
<b>Turn Delay</b>	1 1 2 2 3 3 4 4 5 5 6 6	










<b>WEAPON DATA</b>
<b>Gauss Sniper</b>
Class: Matter
Modes: Standard
Damage: 2d10
Range Penalty: -1 per 3 hexes
Fire Control: +1/+0/--
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
<b>Defense Laser</b>
Class: Laser
Modes: Raking
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +0/+2/+3
Intercept Rating: -1 (vs ballistic and matter weapons)
Rate of Fire: 1 per turn

<b>FORWARD HITS</b>
1-3: Retro Thrust
4-8: Defense Laser
9-11: Gauss Sniper
12-18: Structure
19-20: PRIMARY Hit
<b>AFT HITS</b>
1-7: Main Thrust
8-9: Hangar
10-11: Defense Laser
12-18: Structure
19-20: PRIMARY Hit
<b>PRIMARY HITS</b>
1-8: Primary Structure
9-10: Port/Stb Thrust
11-12: Sensors
13-15: Engine
16-17: Quarters
18-19: Reactor
20: C&C

<b>SENSOR DATA</b>
Defensive EW
Target # 1
Target # 2
Target # 3
Target # 4
Target # 5
Target # 6
<b>SPECIAL NOTES</b>
Atmosphere Capable

<b>HANGAR</b>
0 Fighters
3 Shuttles: Thrust: 5
Armor: 1 Defense: 8/10



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Quarters
	Gauss Sniper
	Defense Laser