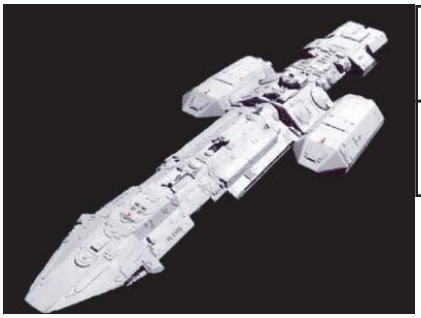


INITIATIVE
SPEED

Name: Counter:

COLONIAL MILITARY FREIGHTER

SPECS
Class: Hvy Combat Vsl
In Service: 1466
Point Value: 250
Ramming Factor: 150
Jump Delay: n/a

MANEUVERING
Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: n/a
Roll Cost: 4+4 Thrust

COMBAT STATS
Fwd/Aft Defense: 11
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: -2

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

WEAPON DATA

Turbolaser Battery
Class: Laser
Mode: Standard
Number of Guns: 2 (Linked)
Damage: 1d10+2
Range Penalty: -2 per hex
Fire Control: +3/+4/+5
Intercept Rating: n/a
Rate of Fire: 1 per turn

Point Diverter
Each diverter on a section may be used to force a single volley that hits that section to re-roll its hit location once per turn.

FORWARD HITS
1-3: Retro Thrust
4-5: Turbolaser
6: Point Diverter
7-11: Cargo A
12-17: Structure
18-20: Primary Hit

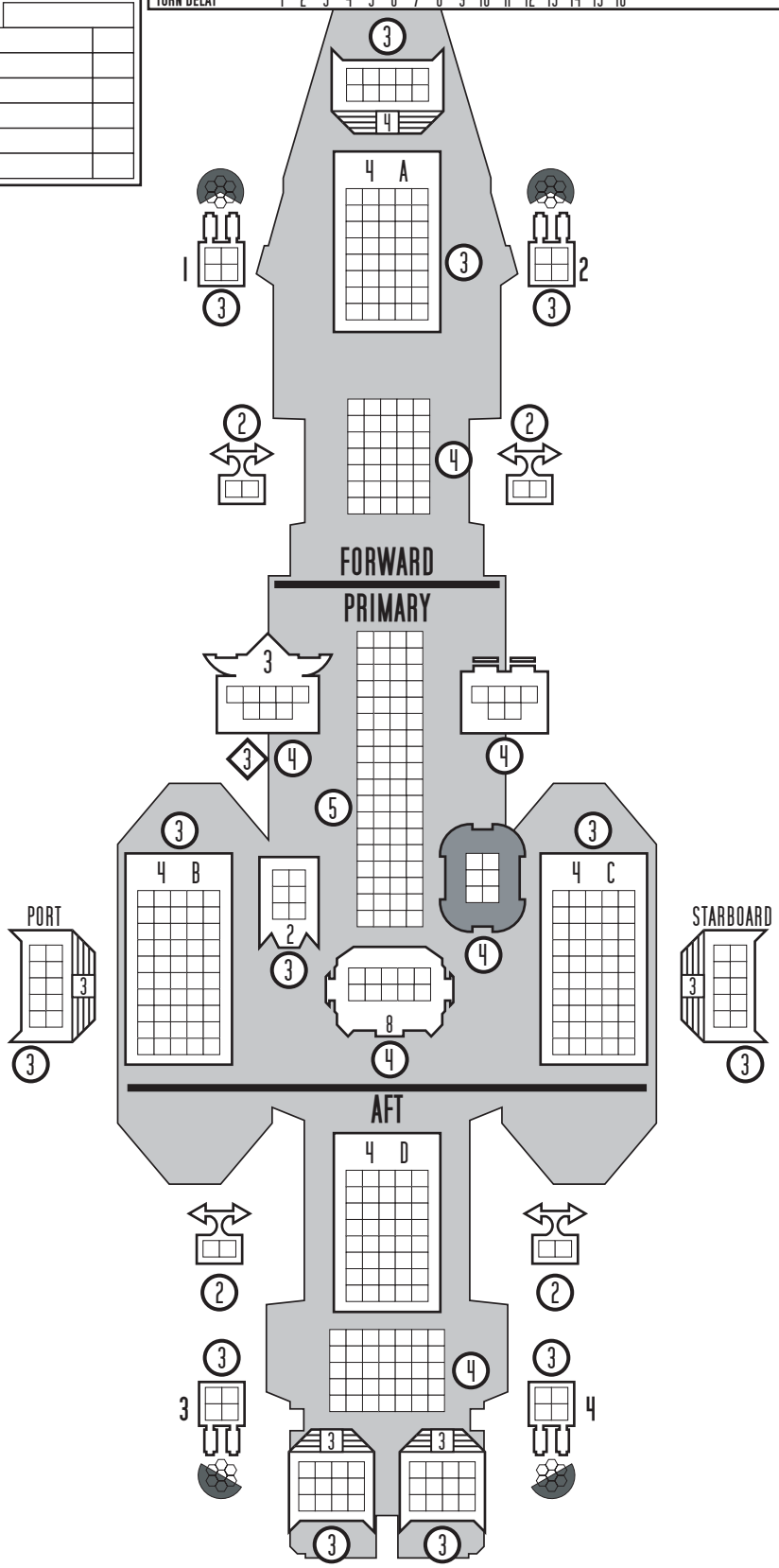
AFT HITS
1-4: Main Thrust
5-6: Turbolaser
7: Point Diverter
8-11: Cargo D
12-17: Structure
18-20: Primary Hit

PRIMARY HITS
1-6: Port/Stb Thrust
7-11: Cargo B/C
12-13: Sensors
14-15: 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		

TURN DELAY



ICON RECOGNITION
- C&C
- Sensors
- Reactor
- Engine
- Hangar
- Thruster
- Turbolaser
- Cargo
- Point Diverter

HANGAR
6 Shuttles: Thrust: 4
Armor: 1 Defense: 10/12