

## Civilian Vahsta Hauler

## SPECS

Class: Medium Ship  
In Service: 1941  
Point Value: 120  
Ramming Factor: 40  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1/3 Speed  
Turn Delay: 1/3 Speed  
Accel/Decel Cost: 1 Thrust  
Pivot Cost: 1 Thrust  
Roll Cost: 1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 14  
Engine Efficiency: 1/1  
Extra Power: 0  
Initiative Bonus: +12

## WEAPON DATA

Light Laser Cannon  
Class: Laser  
Modes: Raking  
Damage: 2d10+7  
Range Penalty: -1 per hex  
Fire Control: +2/+1/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## FORWARD HITS

1-5: Retro Thrust  
6: Light Laser  
7-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-6: Port/Stb Thrust  
7-8: Cargo A  
9-10: Cargo B  
11-12: Sensors  
13-14: Engine  
15-16: Hangar  
17-18: Reactor  
19-20: C&C

## SPECIAL NOTES

Antiquated Sensors  
Atmospheric Capable

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

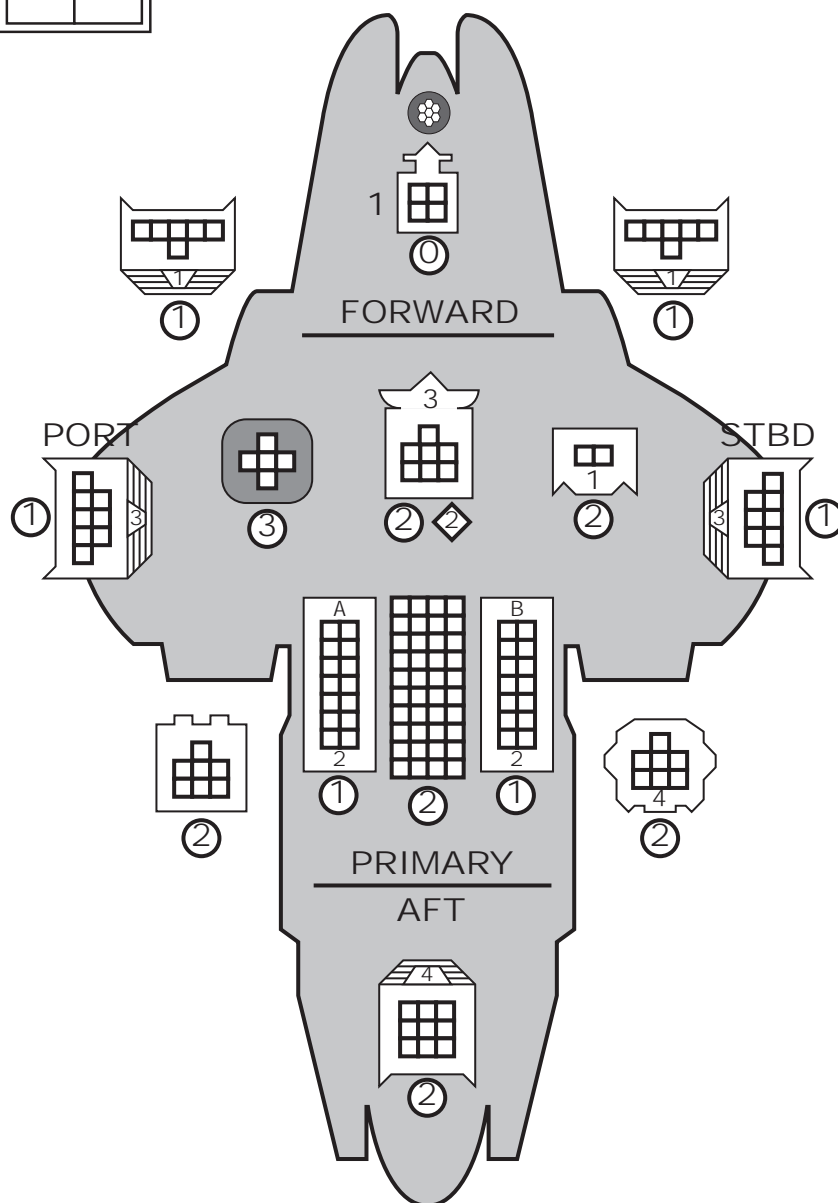
Target #5

Target #6

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

## HANGAR

0 Fighters  
2 Shuttles: Thrust: 4  
Armor: 1 Defense: 9/14



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Light Laser Cannon