

Version 1: 2E/FS-CST

Name: \_\_\_\_\_

Counter: \_\_\_\_\_

FARSCAPE

WARS

## Scarran Freighter

## SPECS

Class: Medium Ship  
In Service: unknown  
Point Value: 150  
Ramming Factor: 90  
Hatch Delay: 26 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: N/A  
Roll Cost: N/A

## COMBAT STATS

Fwd/Aft Defense: 13  
Treb/Ham Defense: 15  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Penalty: -4

## WEAPON DATA

## Standard Particle Beam

Class: Particle  
Mode: Standard  
Damage: 1d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+4/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## Guardian Array

Intercept Rating: -3  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Particle  
Mode: Standard  
Damage: 1d10+5  
Fire Control: -/-/+8  
Range Penalty: -3 per hex

## FORWARD HITS

1-4: Retro Thrust  
5-6: Main Thrust  
7-16: Structure  
17-20: PRIMARY Hit

## SIDE HITS

1: Retro Thrust  
2-3: Main Thrust  
4-5: Cargo A  
6-7: Cargo B  
8-9: Cargo C  
10-11: Cargo D  
12-13: Cargo E  
14-15: Cargo F  
16-18: Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-3: Standard Particle Beam  
4-6: Guardian Array  
7-8: Sentinel  
9-10: Hatch Drive  
11-12: Sensors  
13-15: Engine  
16-17: Hanger  
18-19: Reactor  
20: C & C

## SENSOR DATA

## Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

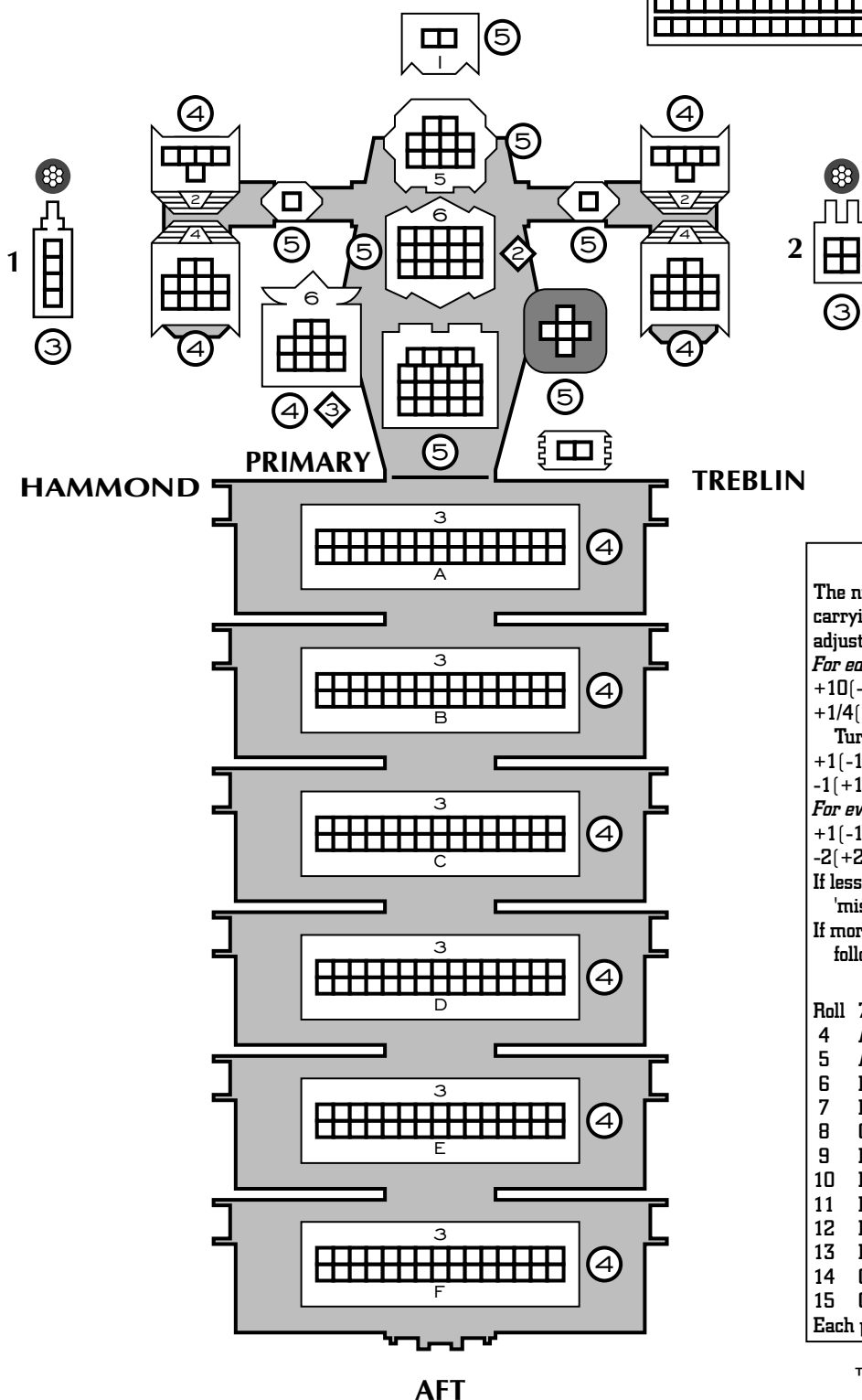
## SPECIAL NOTES

Special Hull Arrangement  
(no Aft Hits)  
Special Thrusters

## FORWARD

## HANGER

0 Fighters  
2 Cargo Shuttles: Thrust: 3  
Armour: 2 Defence: 12/12



## CARGO PODS

The number of pods can vary, if carrying more or less than 6 pods, adjust the following stats thus:

For each 2 pods added(removed):

+10(-10) to Ramming Factor

+1/4(-1/4) Speed to Turn Cost and Turn Delay

+1(-1) to Accel/Decel Cost

-1(+1) to Hatch Rating

For every pod added:

+1(-1) to Treb/Ham Defence

-2(+2) to Initiative Penalty

If less than 6 pods fitted any hit to a 'missing' pod is re-rolled.

If more than 6 pods fitted use the following SIDE HIT rolls of 4-15:

		No. of Cargo Pods					
Roll	7	8	9	10	11	12	
4	A	A	A	A	A	A	A
5	A	A	A	A	A	B	B
6	B	B	B	B	C	C	C
7	B	B	C	C	D	D	D
8	C	C	D	D	E	E	E
9	D	D	E	E	F	F	F
10	D	E	E	F	F	G	G
11	E	F	F	G	G	H	H
12	F	G	G	H	H	I	I
13	F	G	H	I	I	J	J
14	G	H	I	J	J	K	K
15	G	H	I	J	K	L	L

Each pod has a cost of 15 points.

## ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Hatch Drive
	Reactor
	Hanger
	Bulkhead
	Sentinel
	Std Particle Beam
	Guardian Array