

Templar Oak Freighter

SPECS

Class: Medium Ship
In Service: Start
Point Value: 200
Ramming Factor: 60
Jump Delay: 6 turns

MANEUVERING

Turn Cost: 2x Speed
Turn Delay: 2x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: N/A
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defence: 22 (20)
Stb/Port Defense: 23 (21)
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: -1

SPECIAL NOTES

Atmospheric Ship
Living Ship
Extended Supply Range
Enormous Unit

HANGAR

0 Shuttles
(up to 12 craft on rails)

Erg Shield

Subtract one from incoming chance to hit and any damage scored through arc. Shields are additive, and can tractor, push, or turn other vessels, see notes.

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











Generic Hits

1-10: Structure
11-15: Cargo
16-20: VITAL HIT

Vital Hits

1-4: Facing Thruster
5-6: Particle Beam
7-8: Sensors
9-10: Engine
11-12: Reactor
13-14: Self Repair
15-16: Erg Shield
17-18: Hawking
19-20: C&C

ICON RECOGNITION

-  Thrusters
-  C&C
-  Sensors
-  Engine
-  Hawking Drive
-  Power Plant
-  SPB
-  Erg Shield
-  Cargo
-  Self Repair

SENSOR DATA

Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Close Combat

