

Templar Sycamore Diplomatic Transport

SPECS
 Class: Medium Ship
 In Service: Start
 Point Value: 350
 Ramming Factor: 60
 Jump Delay: 5 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 (18)
 Stb/Port Defence: 24 (20)
 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
 11-13: Cargo
 14-20: VITAL HIT

Vital Hits
 1-3: Facing Thruster
 4-6: Particle Beam
 7-8: Sensors
 9-10: Engine
 11-12: Reactor
 13: Self Repair
 14-16: 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

