

FORCE Torchship - P

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 10
In Service: 2411	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 325	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 150	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +12
Speed	1234567	89101112
Turn Cost	1223445	66788
Turn Delay	112233	445566

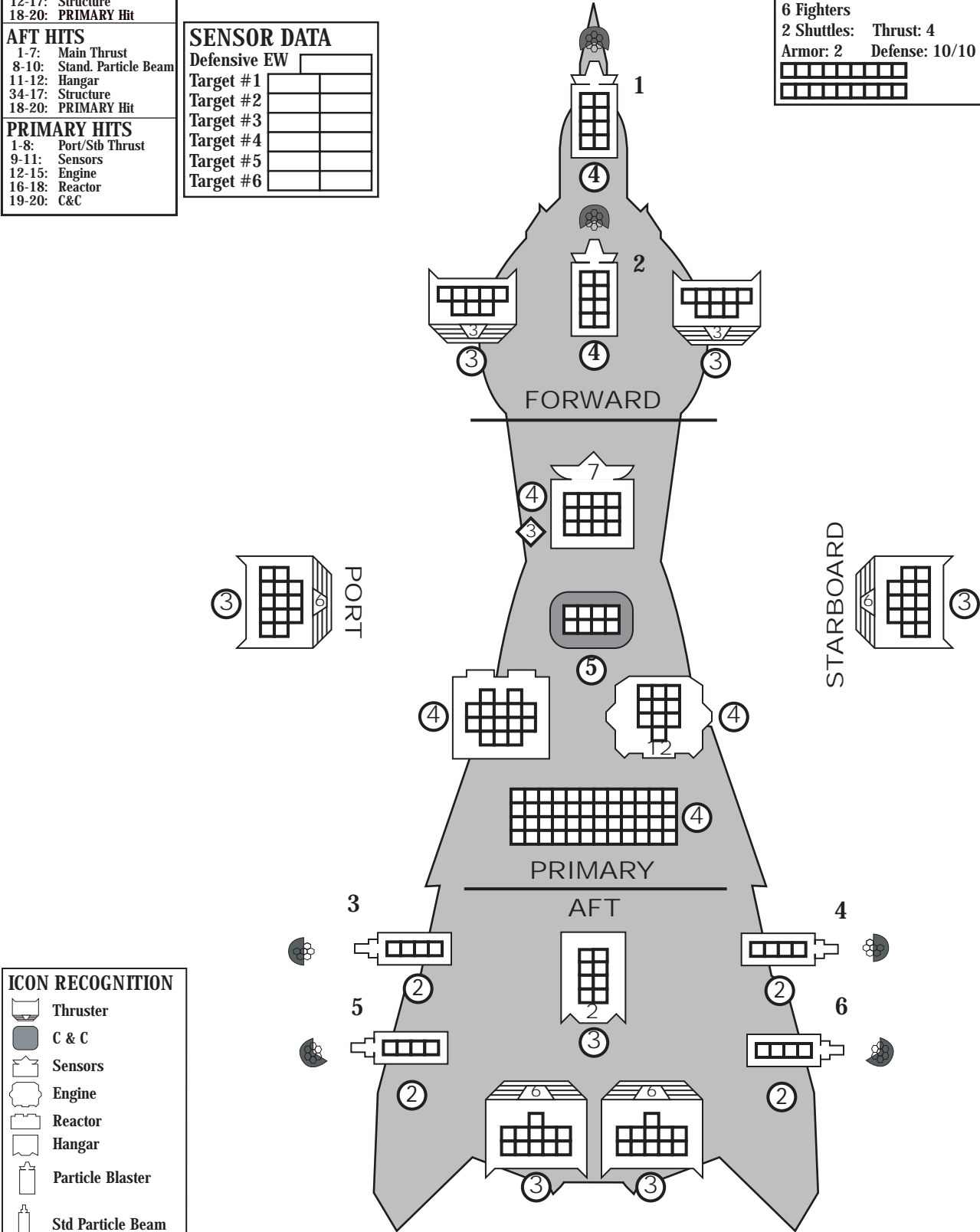
WEAPON DATA
Particle Blaster
Class: Particle
Modes: Standard
Damage: 1d10+12
Range Pen: -1 per 2 hexes
Fire Control: +4/+4/+0
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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

FORWARD HITS
1-6: Retro Thrust
7-11: Particle Blaster
12-17: Structure
18-20: PRIMARY Hit
AFT HITS
1-7: Main Thrust
8-10: Stand. Particle Beam
11-12: Hangar
13-17: Structure
18-20: PRIMARY Hit
PRIMARY HITS
1-8: Port/Stb Thrust
9-11: Sensors
12-15: Engine
16-18: Reactor
19-20: C&C

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
6 Fighters
2 Shuttles: Thrust: 4
Armor: 2 Defense: 10/10



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Particle Blaster
Std Particle Beam