

# Craytan Dela Large Freighter

## SPECS

Class: Hvy Combat Vsl  
In Service: 1978  
Point Value: 120  
Ramming Factor: 120  
Jump Delay: n/a

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 4+4 Thrust

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 15  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +0

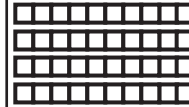
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

## Special Notes

Special Hull Arrangement  
(No Forward/Aft Hits)

## SIDE HANGARS

2 Shuttles Each: Thrust: 5  
Armor: 0 Defense: 10/10



## WEAPON DATA

### Chatter Cannon

Class: Bil-Pro  
Mode: Standard  
Damage: 1d6+3  
Range Penalty: -3 per hex  
Fire Control: +1/+1/+3  
Intercept Rating: -1 (ballistic only)  
Rate of Fire: 1 per turn

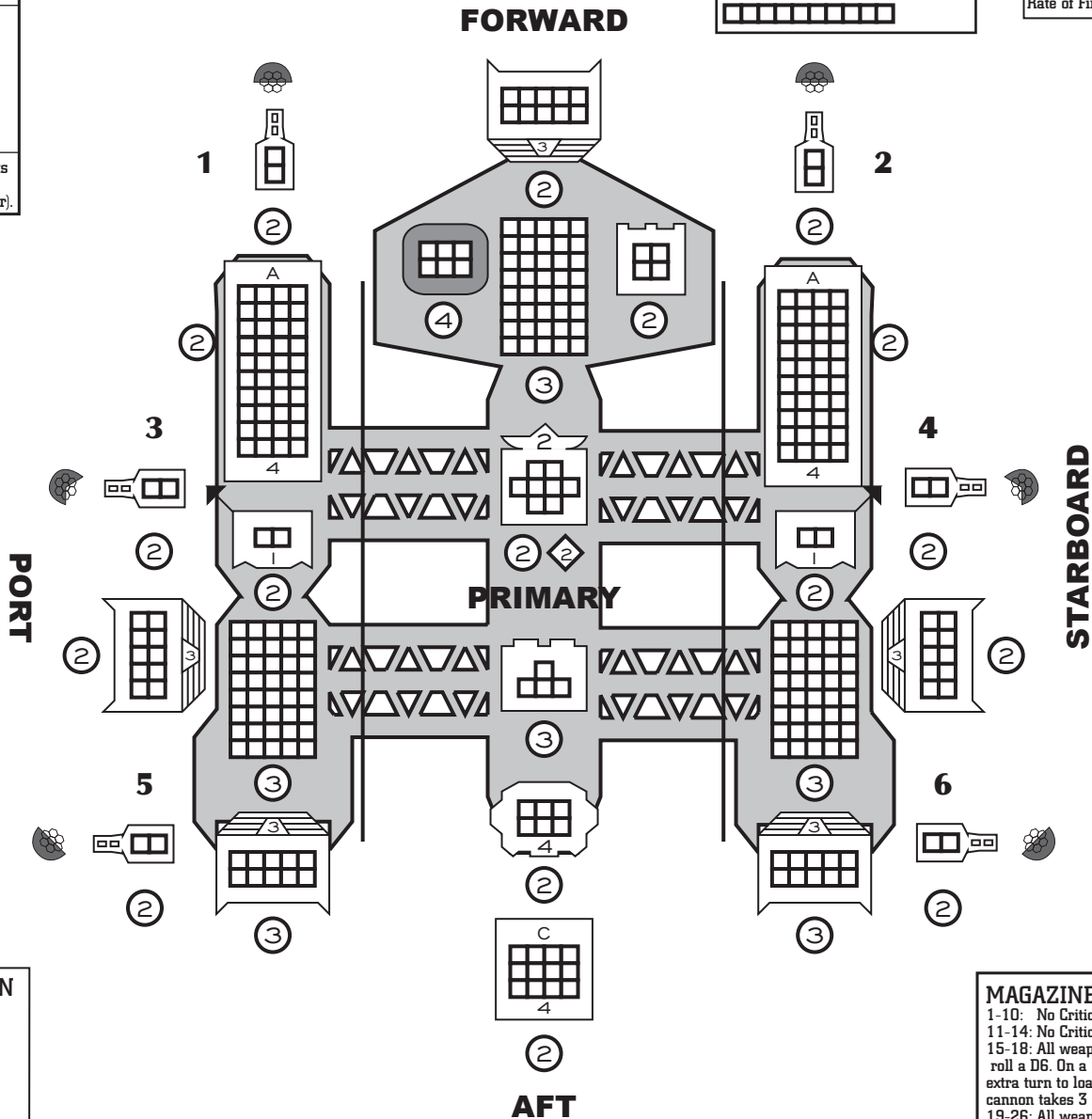
## SIDE HITS

- 1: Connecting Strut
- 2-3: Port/Stb Thrust
- 4-5: Main Thrust
- 6-7: Chatter Cannon
- 8: Hanger
- 9-13: Cargo
- 14-18: Structure
- 19-20: PRIMARY Hit

## PRIMARY HITS

- 1-8: Structure
- 9: Magazine
- 10-11: Cargo
- 12-14: Sensors
- 15-17: Engine
- 18-19: Reactor
- 20: C&C

Note: "Connecting Strut" hits score double damage to the facing structure (after armor).



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hanger
- Magazine
- Cargo
- Chatter Cannon

## MAGAZINE CRITICAL HITS

1-10: No Critical  
11-14: No Critical, add 1 to next roll  
15-18: All weapons using the magazine roll a D6. On a 5 or 6 they take one extra turn to load (ie a light bil-pro cannon takes 3 not 2 turns to load).  
19-26: All weapons that use the magazine take 1/3 longer (round up) to load.  
27+: The magazine explodes. No ammunition can be drawn from it, the ship takes raking 10 damage equal to the average damage for each weapon that drew ammo from the magazine.