

Brixadi Fast Courier

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 2/3 Speed		Fwd/Aft Defense: 14	
In Service: 2114		Turn Delay: 1/2 Speed		Stb/Port Defense: 15	
Point Value: 250		Accel/Decel Cost: 2 Thrust		Engine Efficiency: 2/1	
Ramming Factor: 170		Pivot Cost: 2 + 2 Thrust		Extra Power: +0	
Jump Delay: 40 turns		Roll Cost: 2 + 2 Thrust		Initiative Bonus: +0	
Speed	1 2 3 4 5 6 7 8 9 10 11 12				
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8				
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6				

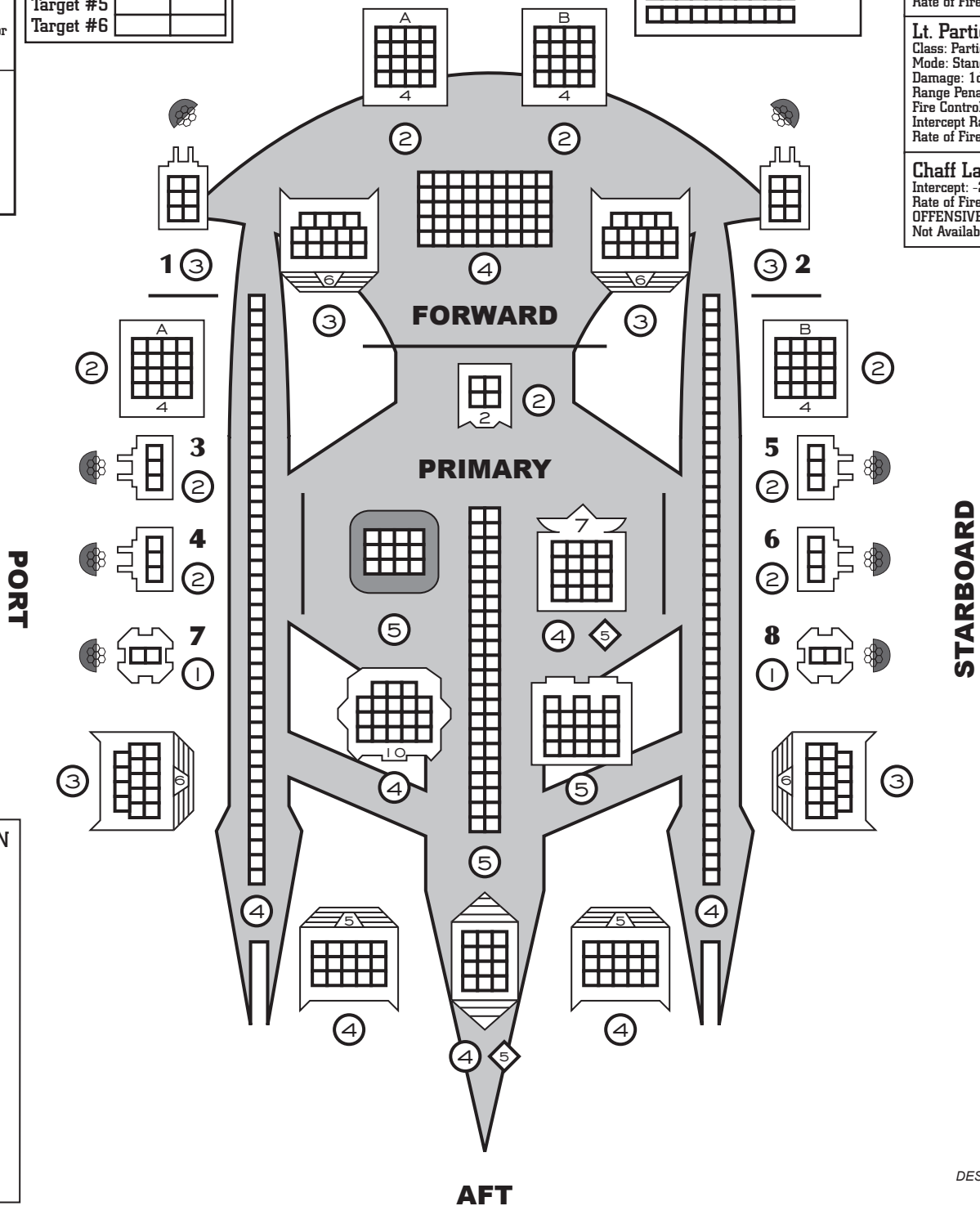
FORWARD HITS	
1-5:	Retro Thrust
6-10:	Cargo
11-12:	Particle Shot
13-18:	Forward Structure
19-20:	PRIMARY Hit
SIDE HITS	
1-5:	Port / Stb Thrust
6-9:	Cargo
10:	Chaff Launcher
11-12:	Lt Particle Projector
13-18:	Port/Stb Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-8:	Primary Structure
9-10:	Jump Drive
11-12:	Main Thrust
13-14:	Sensors
15-16:	Engine
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 or Structure)

MAIN HANGAR	
4 Shuttles: Thrust: 6	
Armor: 0 Defense: 9/11	

WEAPON DATA	
Particle Projector	
Class: Particle	
Mode: Standard	
Damage: 1d10+4	
Range Penalty: -1 per hex	
Fire Control: +2/+2/+1	
Intercept Rating: -2	
Rate of Fire: 1 per 2 turns	
Lt. Particle Projector	
Class: Particle	
Mode: Standard	
Damage: 1d6+2	
Range Penalty: -2 per hex	
Fire Control: +2/+2/+3	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Chaff Launcher	
Intercept: -2 (against hex)	
Rate of Fire: 1 per 2 turns	
OFFENSIVE MODE:	
Not Available	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Jump Engine
	Cargo
	Particle Projector
	Light Particle Projector
	Chaff Launcher