

Sal-bez Heavy Freighter

SPECS

Class: Hvy Combat Vsl
In Service: 2067
Point Value: 325
Ramming Factor: 110
Jump Delay: n/a

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +6

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	2	2	3	4	4	5	6	6	7	8	8

FORWARD HITS

1-4: Retro Thrust
5-7: Cargo
8: Hanger
9: Lt Particle Beam
10-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-12: Cargo
13: Lt Particle Beam
14-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Port/Stb Thrust
12-13: Sensors
14-16: 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

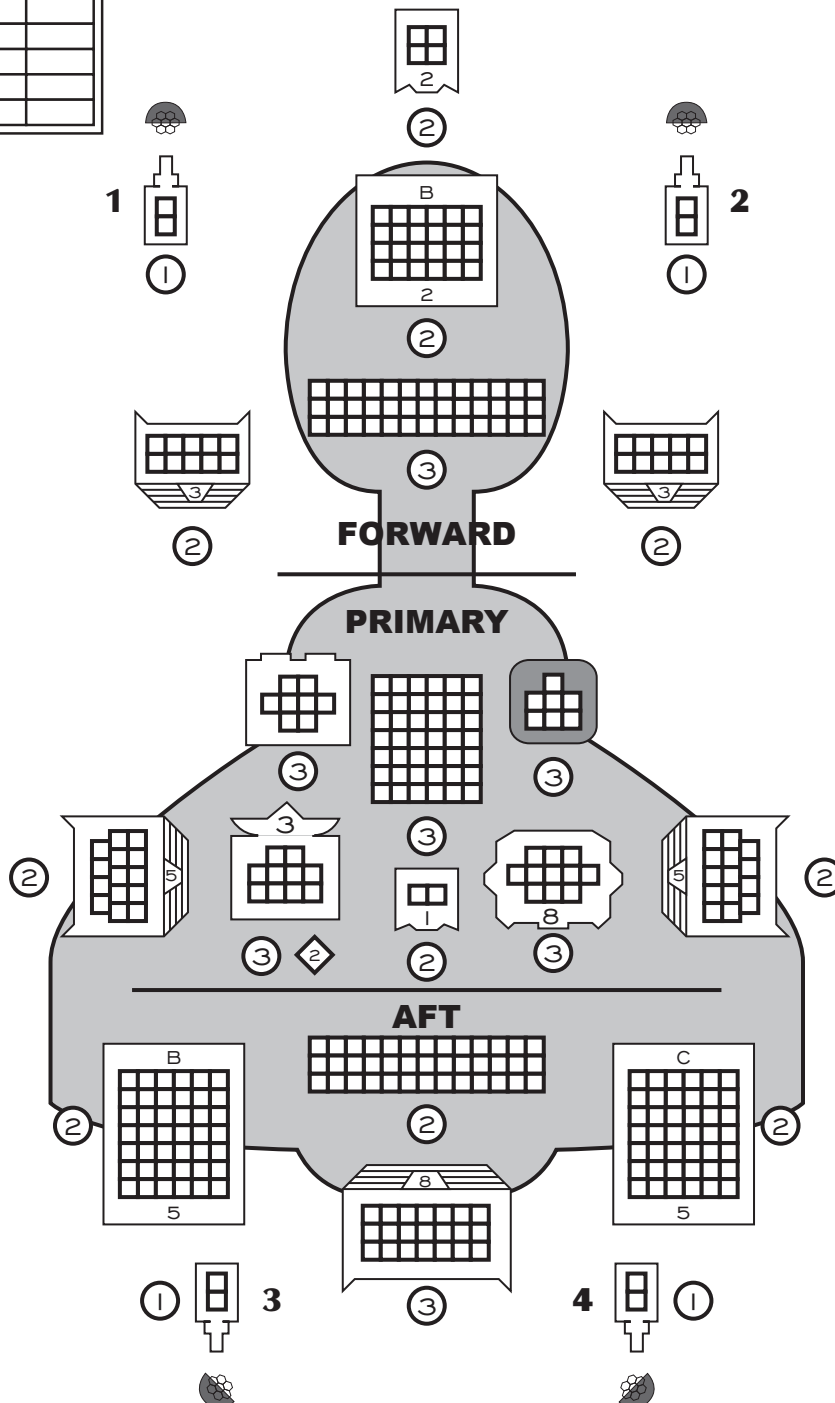
WEAPON DATA

Lt Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Improved Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn



HANGARS

6 Cargo Shuttles (Total)

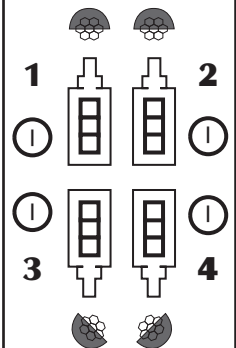
Thrust: 3

Armor: 0 Defense: 11/13

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Lt Particle Beam
- Intermediate Particle Beam

2135 Refit



Point Value: 425
1. Replace Lt Particl Beams 5, 6, 7, and 8 with Improved Particle Beams with the shown arcs and armor as shown above.