

RULES OF ENGAGEMENT

Federated Worlds Mk2. Freighter

SPECS

Class: HCV
In Service: 2357
Point Value: 200
Ramming Factor: 20
Jump Delay: 12 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 10
Stb/Port Defense: 11
Engine Efficiency: 1/1
Extra Power: 0
Initiative Bonus: +15

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

PRIMARY HITS

1-6 Structure
7-10 Drive
11-12 ELT
13 UWA
14 DESP
15 Sensors
16 DES
17 Reactor
18 MET
19 Hyperdrive
20 C&C

SENSOR DATA

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

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







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MARINE RAIDER SQUADS

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ICON RECOGNITION

	Thruster		Defensive Energy Screen
	C & C		Projector
	Sensors		Cargo
	Drive		
	Hyper Drive		
	Reactor		
	Energy-Launch Turret		
	Unified Weapon Array		
	Defensive Energy Screen		
	Matter-Energy Transport		

