



Action VI Transport

SPECS

Class: Medium Ship
In Service: --
Point Value: 125
Ramming Factor: 150
Hyper Cost: 4 Power

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: +4
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

FORWARD HITS

1-5: Retro Thrust
6-7: Cargo A
8-9: Cargo B
10-11: Hangar
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-7: Cargo D
8-9: Shield Generator
10: Hyperdrive
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

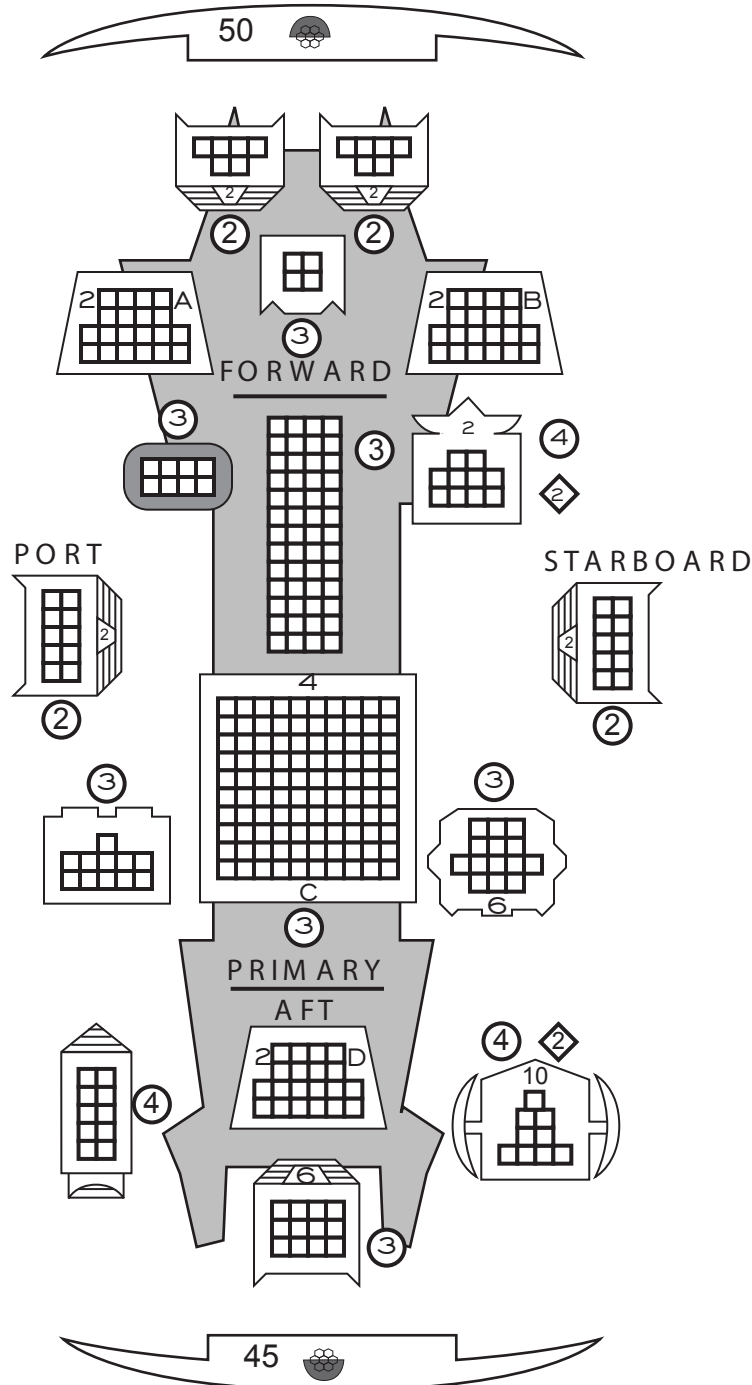
1-7: Port/Stb Thrust
8-12: Cargo C
13-14: Engine
15-16: Sensors
17-18: Reactor
19-20: C&C

SENSOR DATA

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

SHIELD DATA

	Ray	Particle
Forward		
Port		
Starboard		
Aft		



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Hyperdrive
	Shield Generator
	Cargo