

# Zhodani TanZof Starworks Starliner

## SPECS

Class: Capital Ship  
In Service: 5280  
Point Value: 215  
Ramming Factor: 180  
Jump Delay: 15 turns

## MANEUVERING

Turn Cost: 3/2 Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: N/A  
Roll Cost: N/A

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 18  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Penalty: -4

## WEAPON DATA

Dual Light Turbolaser  
Class: TurboLaser  
Mode: Standard  
Damage: 2x 1d10+3  
Range Penalty: -1 per hex  
Fire Control: +2/+2/+1  
Interception Rating: -2  
Rate of Fire: 1 per 2 turns

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

## FORWARD HITS

1-5: Retro Thrust  
6-7: Dual Lt. Turbolasers  
8-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-6: Dual Lt. Turbolasers  
7-12: Passengers  
13-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-7: Dual Lt. Turbolasers  
9-11: Passengers  
12: Jump Drive  
13-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-10: Primary Structure  
11-12: Sensors  
13-14: Engine  
15-16: Hangar  
17-18: Reactor  
19-20: C&C

## SENSOR DATA

Defensive EW

Target # 1

Target # 2

Target # 3

Target # 4

Target # 5

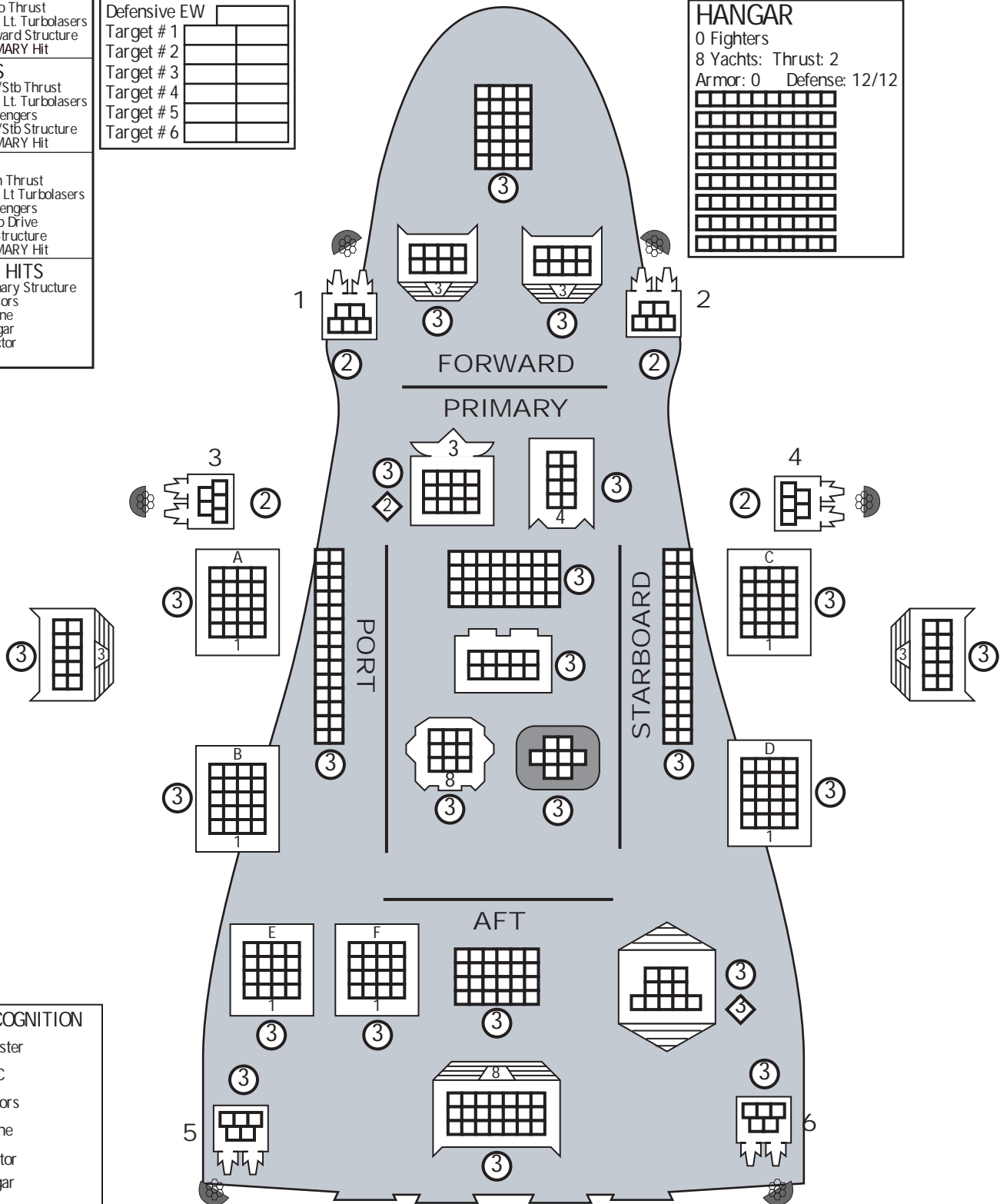
Target # 6

## HANGAR

0 Fighters

8 Yachts: Thrust: 2

Armor: 0 Defense: 12/12



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Passengers
- Jump Engine
- Dual Lt. Turbolaser