



TC Ranger Light Carrier[2660s Refit]



2ND EDITION

SPECS

Class: Capital Ship
In Service: 2660s?
Point Value: 700
Ramming Factor: 260
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 18
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

WEAPON DATA

Laser Turret
Class: Laser
Modes: Standard
Damage: 1d10+5
Fire Control: +4/+4/+2
Range Penalty: -1/hex
Intercept Rating: -1
Rate of Fire: 1 per turn



FORWARD HITS

1-4: Retro Thrust
7-9: Laser Turret
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-9: Laser Turret
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-11: Laser Turret
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Struct
7: Laser Turret
8-9: Shield Generator
10: Jump Drive
11-12: Sensors
13-14: Engine
15-17: Hanger
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

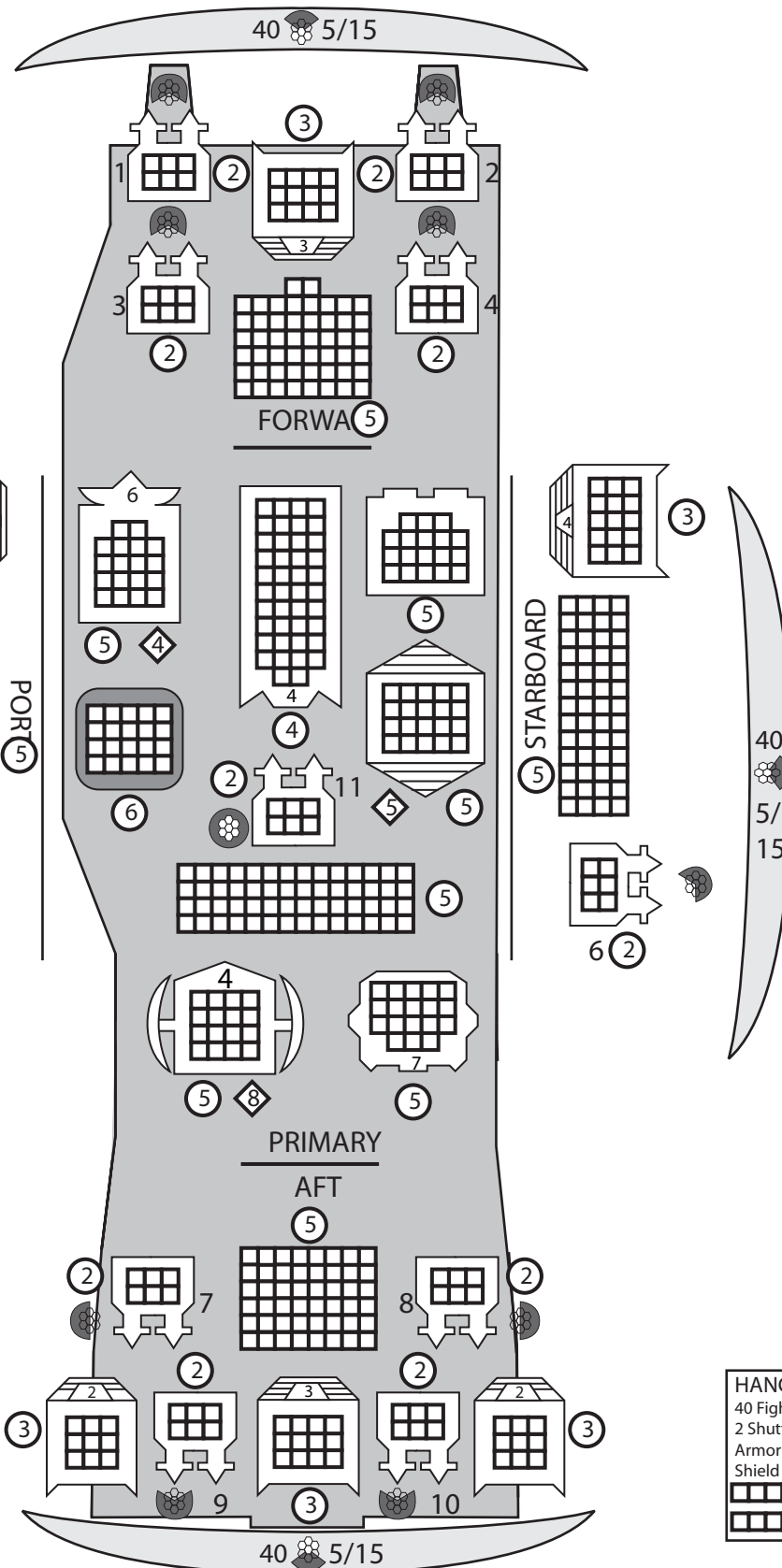
Target #5

Target #6

SPECIAL NOTES

Jump Point Drive

Phase Shields



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Drive
- Reactor
- Hanger
- Laser Turret
- Shield Generator
- Shield

HANGER

40 Fighters
2 Shuttles Thrust: 5
Armor: 1 Defense: 8/10
Shield Recharge: 1/Turn

10
10