

Civilian Ti'Liun Commerical Freighter

SPECS

Class: Medium Ship
In Service: 1912
Point Value: 140
Ramming Factor: 50
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: 12
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

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

WEAPON DATA**Maser**

Class: Laser
Modes: Standard
Damage: 2d10+2
Range Penalty: -1 per hex
Fire Control: +3/+3/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Armor counts double,
damage doubled for crits

FORWARD HITS

1-4: Retro Thrust
5-6: Maser
7-9: Cargo A/B
10-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Maser
9-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Port/Stb Thrust
8-10: Cargo C/D
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

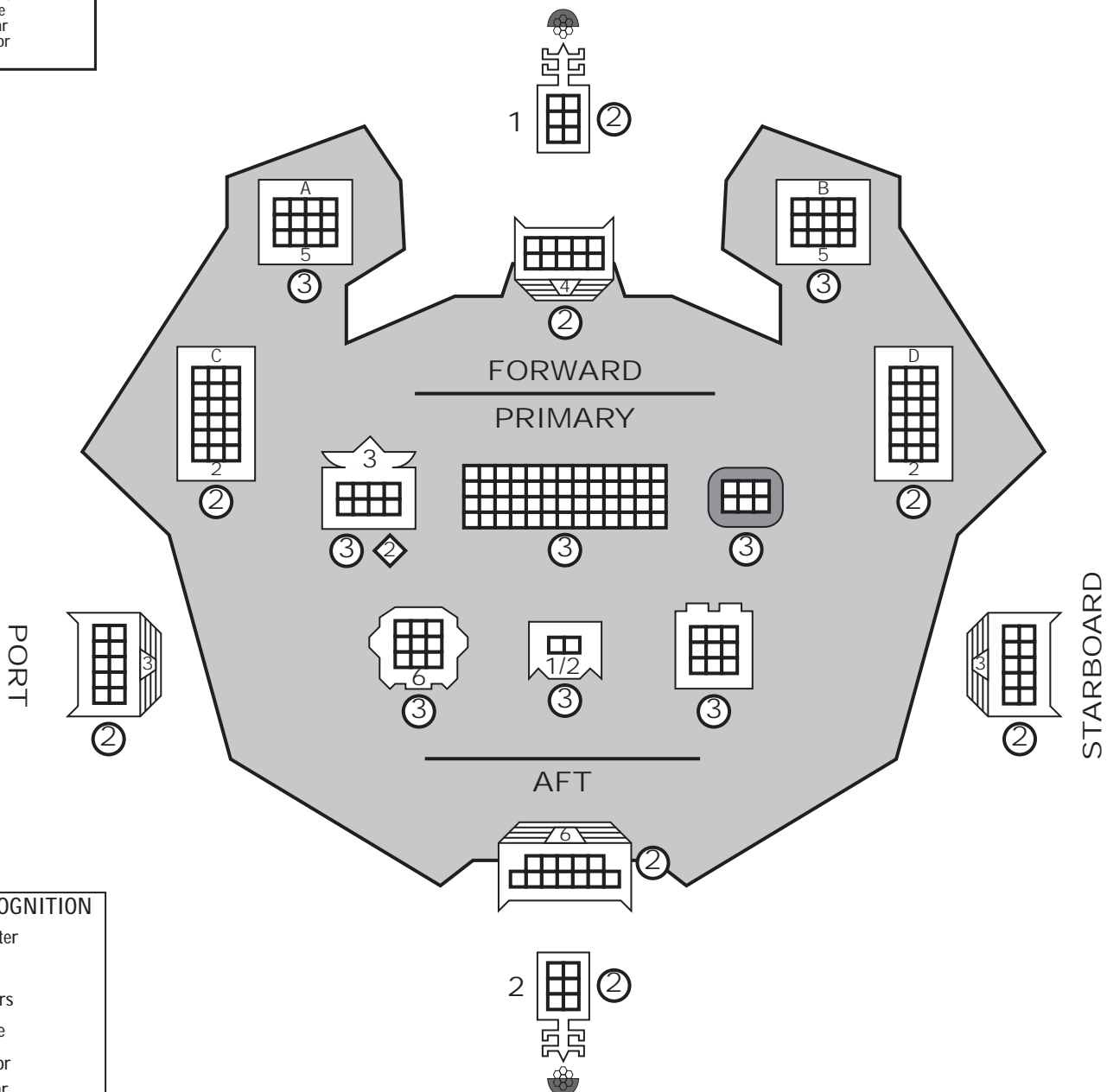
HANGAR

0 Fighters

2 Cargo Shuttles:

No Weapon Thrust: 3

Armor: 0 Defense: 12/12

**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Maser