

# Civilian Hastal Jump Transport

## SPECS

Class: Hvy Combat Vsl  
In Service: 1960  
Point Value: 160  
Ramming Factor: 120  
Jump Delay: 40 Turns

## MANEUVERING

Turn Cost: 4/3 Speed  
Turn Delay: 4/3 Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 8+8 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 15  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Penalty: -2

## WEAPON DATA

### Particle Gun

Class: Particle  
Modes: Standard  
Damage: 1d10+3  
Range Penalty: -1 per hex  
Fire Control: +2/+2/+2  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

## FORWARD HITS

1-4: Retro Thrust  
5: Particle Gun  
6-8: Cargo A  
9-11: Cargo B  
12-17: Forward Structure  
18-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-7: Particle Gun  
8-11: Jump Engine  
12-17: Aft Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-6: Primary Structure  
7-9: Port/Stb Thrust  
10-12: Sensors  
13-14: Hangar  
15-16: Engine  
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 Shuttles:

No Weapons

Thrust: 3

Armor: 0

Defense: 9/10

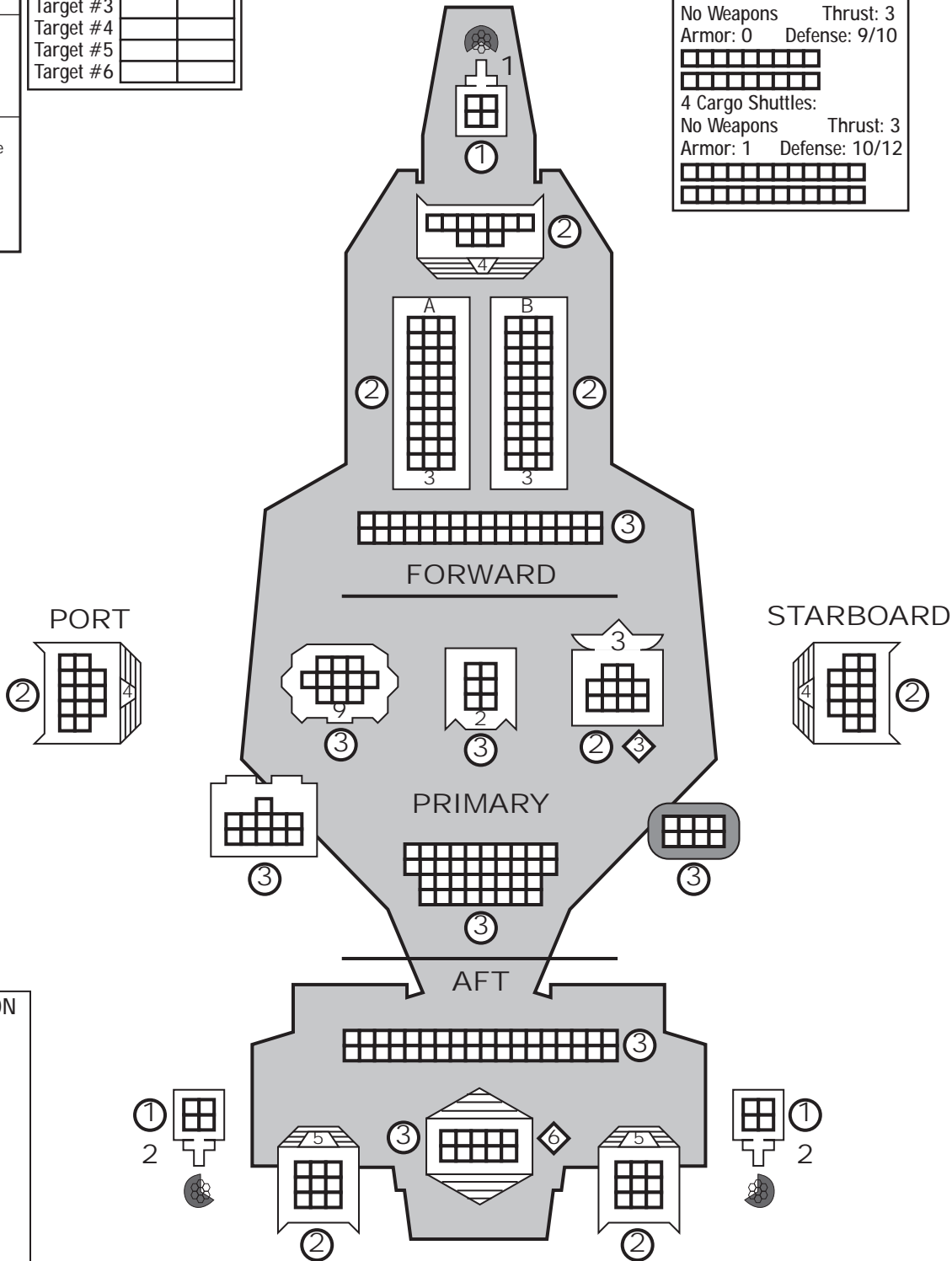
4 Cargo Shuttles:

No Weapons

Thrust: 3

Armor: 1

Defense: 10/12



## ICON RECOGNITION

Thruster  
C & C  
Sensors  
Engine  
Jump Engine  
Reactor  
Hangar  
Cargo  
Particle Gun