

## Civilian Numark Large Freighter

## SPECS

Class: Capital Ship  
In Service: 1927  
Point Value: 310  
Ramming Factor: 180  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 3/2 Speed  
Turn Delay: 3/2 Speed  
Accel/Decel Cost: 6 Thrust  
Pivot Cost: N/A  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 19  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Penalty: -8

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	2	3	5	6	8	9	11	12	14	15	17	18

## 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

## Flechet Gun

Class: Matter  
Modes: Standard  
Damage: 2d6-1  
Range Penalty: -2 per hex  
Fire Control: +0/+1/+2  
Intercept Rating: -1  
Rate of Fire: 1 per turn

## FORWARD HITS

1-4: Retro Thrust  
5-7: Flechet Gun  
8-10: Cargo A  
11-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6: Maser  
7: Flechet Gun  
8-12: Cargo B/C  
13-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Flechet Gun  
9-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-6: Primary Structure  
7-11: Cargo  
12-13: Sensors  
14-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C&C

## SPECIAL NOTES

Limited Availability (33%)

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## HANGAR

0 Fighters

8 Cargo Shuttles:

No Weapon Thrust: 3

Armor: 0 Defense: 12/12

## ICON RECOGNITION

Thrustor

C & C

Sensors

Engine

Reactor

Hangar

Cargo

Maser

Flechet Gun

