

Civilian Hatanra Transport

SPECS

Class: Hvy Combat Vsl
In Service: 1926
Point Value: 145
Ramming Factor: 120
Jump Delay: N/A

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: 16
Engine Efficiency: 4/1
Extra Power: 0
Initiative Penalty: -2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

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

Kinetic Mortar

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

FORWARD HITS

1-4: Retro Thrust
5: Particle Gun
6-7: Kinetic Mortar
8-9: Cargo A
10-11: Cargo B
12-17: Forward Structure
18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8: Particle Gun
9-10: Cargo C/D
11-12: Cargo E/F
13-17: 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

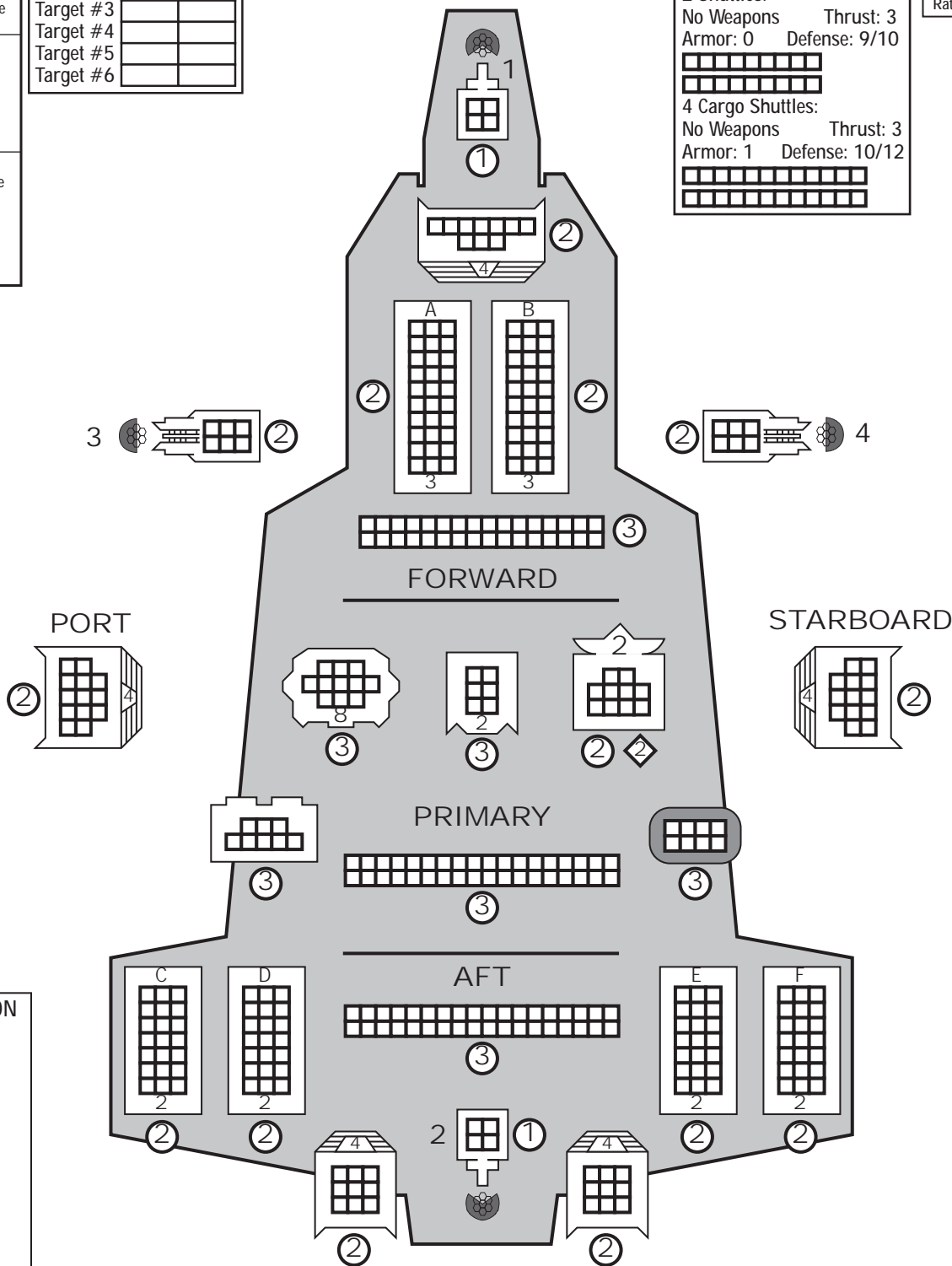
4 Cargo Shuttles:

No Weapons

Thrust: 3

Armor: 1

Defense: 10/12



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Particle Gun
- Kinetic Mortar