



# Civilian Sournar Priority Liner

## SPECS

Class: Medium Ship  
In Service: 1938  
Point Value: 120  
Ramming Factor: 50  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 13  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +12

## 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

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

## FORWARD HITS

1-5: Retro Thrust  
6-7: Rocket Launcher  
8-9: Particle Gun  
10-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Particle Gun  
9-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-7: Port/Stb Thrust  
8-11: Sensors  
12-13: Engine  
14-15: Hangar  
16-17: Reactor  
18-19: Quarters  
20: C&C

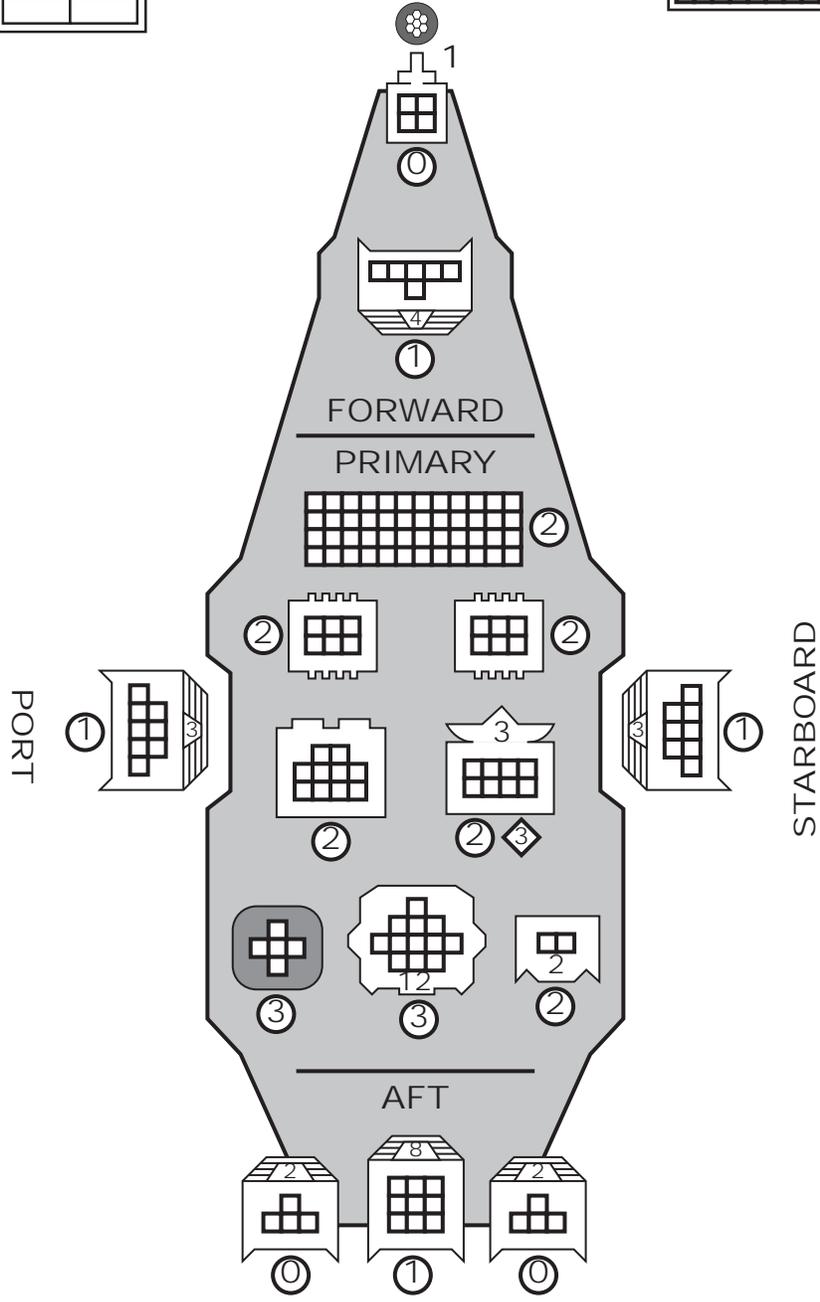
## SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

## HANGAR

0 Fighters  
2 Shuttles: Thrust: 5  
Armor: 1 Defense: 11/10

█	█	█	█	█	█	█	█
█	█	█	█	█	█	█	█



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Quarters
- Particle Gun