

Civilian Benakar Commercial Transport

SPECS

Class: Hvy Combat Vsl
In Service: 1845
Point Value: 100
Ramming Factor: 140
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: 0
Initiative Penalty: -4

WEAPON DATA

Lt Particle Projector
Class: Particle
Modes: Standard
Damage: 1d6+4
Range Penalty: -2 per hex
Fire Control: +2/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

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

AFT HITS

1-6: Main Thrust
7-10: Cargo C/D
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Port/Stb Thrust
8: Lt Particle Projector
9-12: Cargo
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

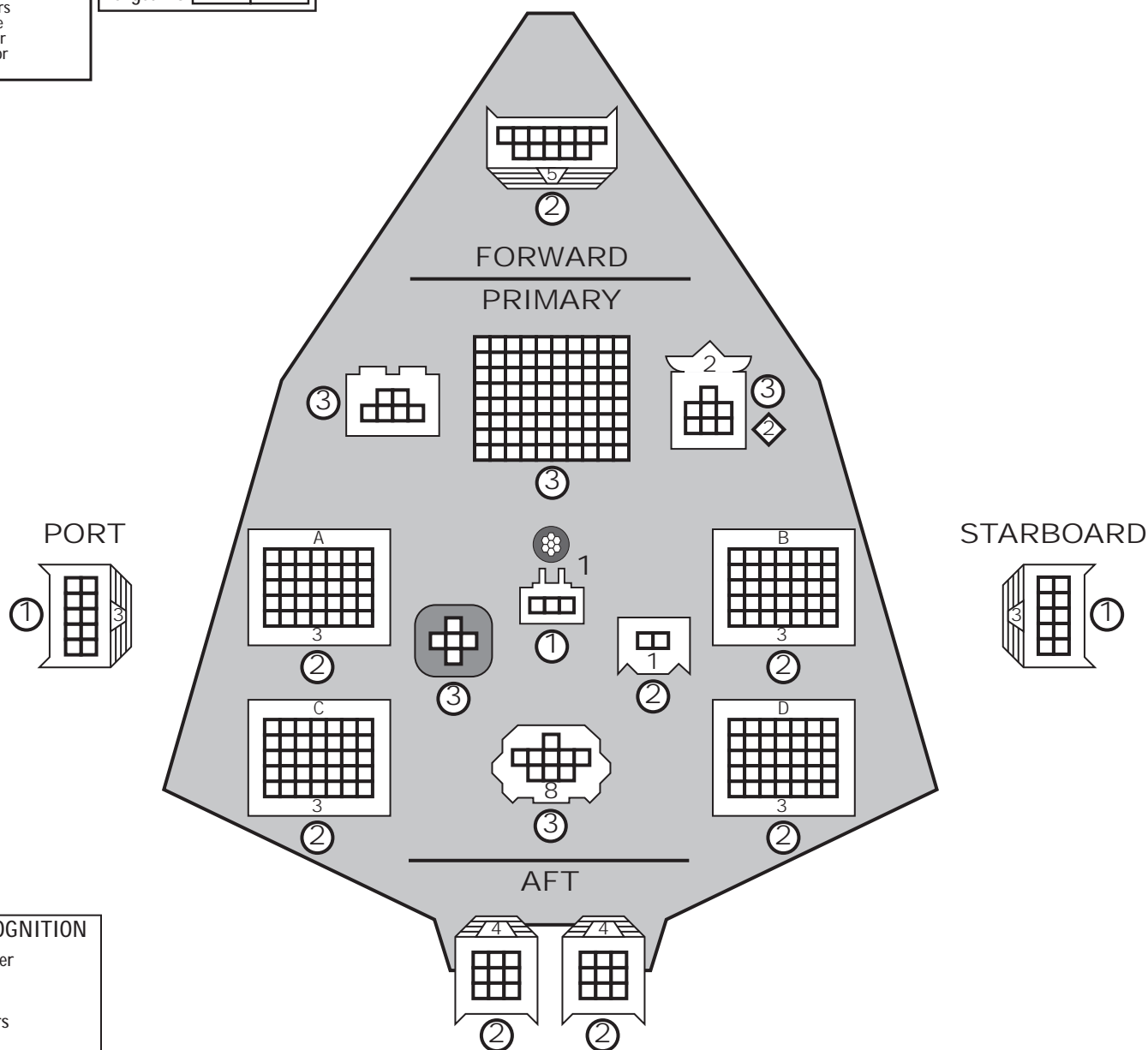
Target #6

HANGAR

0 Fighters

5 Shuttles: Thrust: 3

Armor: 1 Defense: 11/11



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Lt Particle Projector