



TC Clydesdale Military Transport



SPECS

Clas: Medium Ship
In Service: 2660
Point Value: 200
Ramming Factor: 45
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 x Speed
Turn Delay: 2/3 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 15
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +1

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

WEAPON DATA

Flak Cannon
This weapon may fire in either point defense or burst mode, chosen at the time of firing.

Burst Mode
Class: Particle
Modes: Flash(Special)
Damage: 1d6
Fire Control: -/+2
Range Penalty: -1 per hex
Intercept Rating: -1
Rate of Fire: 2 per turn

Point Defense Mode
Class: Particle
Modes: Standard
Damage: 1d10+4
Fire Control: +0/+1/+6
Range Penalty: -2 per hex
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS

1-5: Retro Thrust
6-9: Flak Cannon
10-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-5: Port/Stb Thrust
6-10: Cargo
11-12: Shield Generator
13-14: Jump Drive
15: Sensors
16-17: Engine
18: Hanger
19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

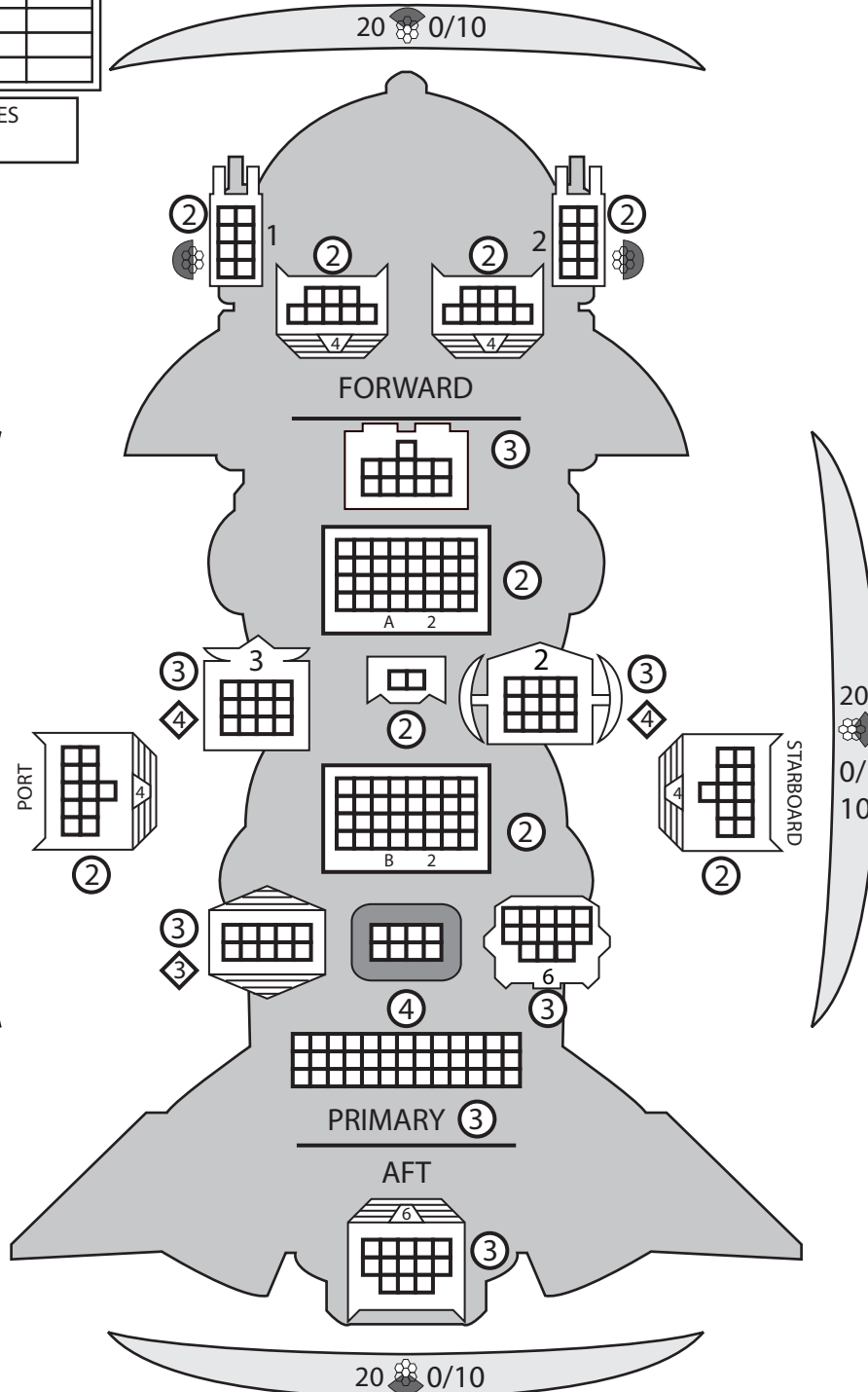
Target #5

Target #6

SPECIAL NOTES

Jump Point Drive

Phase Shields



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Drive
- Reactor
- Hanger
- Shield Generator
- Cargo
- Flak Cannon

HANGER

2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

10	10
10	10