

Name:

Counter:

# CIVILIAN LIVESTOCK SHIP

## SPECS

Class: Hvy Combat Vsl  
 In Service: 1890  
 Point Value: 185  
 Ramming Factor: 130  
 Jump Delay: n/a

## MANEUVERING



Turn Cost: 4/3 Speed  
 Turn Delay: 4/3 Speed  
 Accel/Decel Cost: 6 Thrust  
 Pivot Cost: n/a  
 Roll Cost: 4+4 Thrust


## COMBAT STATS

Fwd/Aft Defense: 13  
 Stb/Port Defense: 16  
 Engine Efficiency: 4/1  
 Extra Power: 0  
 Initiative Bonus: -5

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22

## WEAPON DATA

**Turbolaser Battery**   
 Class: Laser  
 Mode: Standard  
 Number of Guns: 2 (Linked)  
 Damage: 1d10+2  
 Range Penalty: -2 per hex  
 Fire Control: +3/+4/+5  
 Intercept Rating: n/a  
 Rate of Fire: 1 per turn 

**Point Diverter**   
 Each diverter on a section may be used to force a single volley that hits that section to re-roll its hit location once per turn. 

## FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Point Diverter
- 7-11: Cargo A
- 12: Cargo B
- 13-17: Structure
- 18-20: Primary Hit

## SENSOR DATA

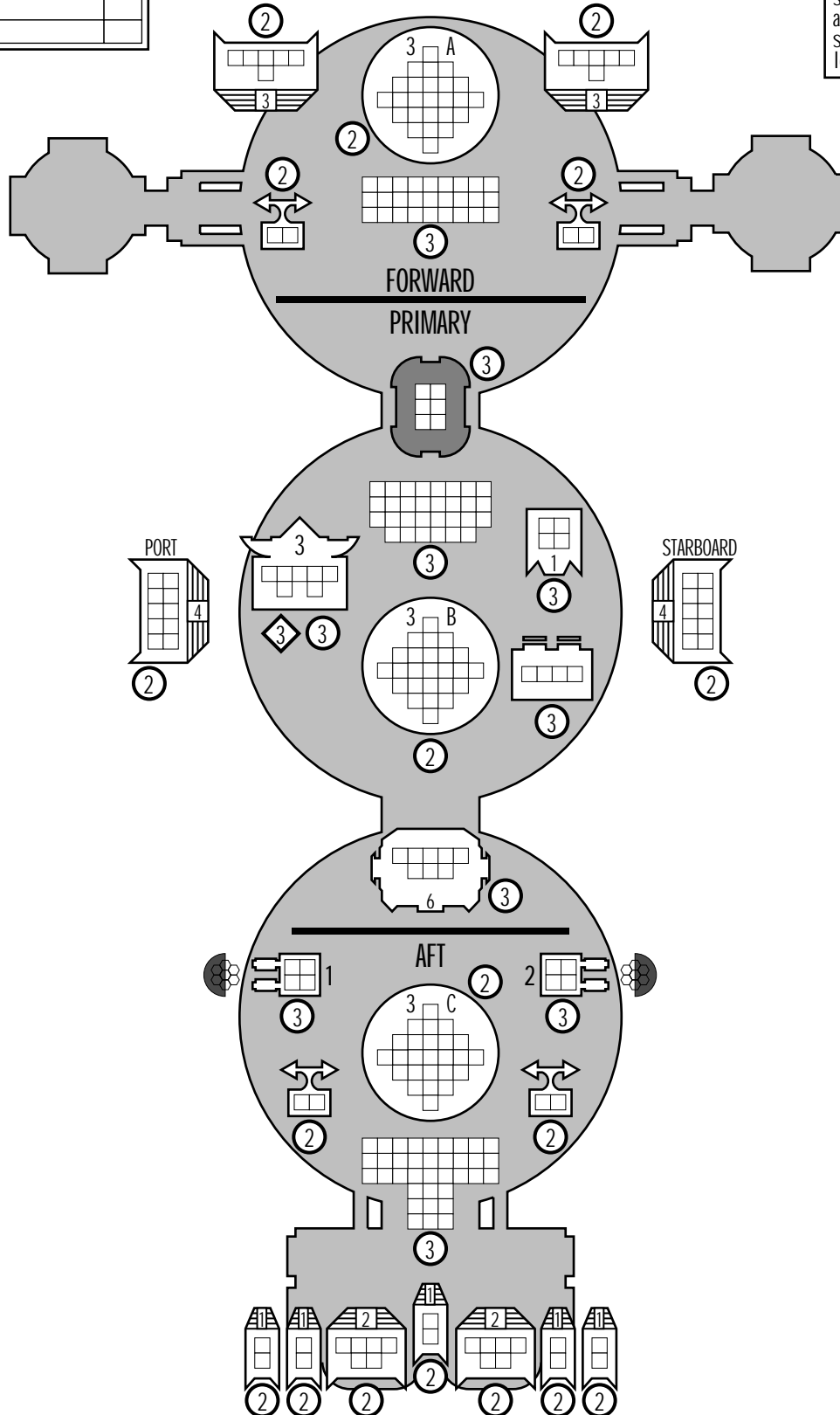
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

## AFT HITS










- 1-5: Main Thrust
- 6-7: Turbolaser
- 8-9: Point Diverter
- 10-13: Cargo C
- 14-17: Structure
- 18-20: Primary Hit

## PRIMARY HITS

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



## ICON RECOGNITION

-  C&C
-  Sensors
-  Reactor
-  Engine
-  Hangar
-  Thruster
-  Turbolaser
-  Cargo
-  Point Diverter

## hangar

4 Shuttles: Thrust: 4  
 Armor: 1 Defense: 10/12
