

Kobe Maru

Displacement: 100 **Crew:** 5 (1/1/1)
Size: 2 **Toughness:** 3 **Max G/Comp:** 2/2
Maneuver: P:0.1(0) **Jump:** 1 **Power:** 26

Armor Ratings	Base 6	Drives/Def. 6/6	Control/Commo 6/6	Sensor/ECM 6/6	Power/Craft 6/6
		Fac/Cargo 6/6	Fuel/Bridge 6/6	Accom/Life 6/6	Laser 1/2 6/6
		Laser 3/4 6/6	Missile 1/2 6/6	PAW 1/2 6/6	Meson 1/2 6/6

Bridge/Comp: No bridge. 3xComputer

Commo: Radio rec: Radio tran: 1 Laser: 1 Meson:

Sensors: Passive: 1x12.5 Active: 1x8 LIDAR:

ECM: Passive: Active: Area:

Decoys: Passive: Active: LIDAR:

Signature: Vis: 0 IR: -0.5 Active: 0 LIDAR: 0

Fuel: 10std jump fuel, 0std power/extra fuel.

Trps/Sci/FWat: 0/0/0 **H/M/L Pas:** 0/4/0 **Quarters:** 0/8/0/0

Cargo: 1x25std bay

Facilities: 1xLock. 1xGym. 1xGalley

Specials: 1x10 Td Fuel Bladder

Hangars:

Other Craft:

Fire Control:

1xPD Laser: (+0) 8:2 6:1 PDR:+2

Maneuver Gs	Evasion Gs	Aiming Gs	Damage/Notes
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Hit Chart Range	Dice	Evasion Factors	Damage D6+DV-Tough.	Surf. Hits(3d6)	Sen. hits (2d6)	Int Hits (3d6)
Impact	1d-1	0	<0 - no effect	3 Spinal mount	2 Commo	3-4 Elec/Brdg (C)
Point Blank	1d3	0.25x evasion Gs	1-3 light	perature	3-4 LIDAR	5 Spinal
VShort	1d (Easy)	0.5x evasion Gs	4-6 Heavy	4 Bay weapon	5-6 AEMS	6 Missile mag.
Short	2d (Average)	1x evasion Gs	7-8 Critical	5 Launch port	7-9 PEMS	7 Turret
Medium	3d (Formidable)	2x evasion Gs	9 2xCritical	6-8 Turret	10-11 ECM	8 Bay weap. (C)
Long	4d (Staggering)	3x evasion Gs	10 3xCritical	9-10 Sensor	12 Decoy	9 Cargo/fittings
Extreme	5d (Impossible)	4x evasion Gs	11 4xCritical	11-13 No effect	Penetration	10 Fuel
Note: Meson weapons double evasion factors.				14 Drop tanks or	P<A No pen.	11 Quarters
				grappled craft	P=A DV-3	12 Power (C)
				15-17 Power	P=A+1 DV-2	13 Maneuver (C)
				radiator	P=A+2 DV-1	14 Jump (C)
				18 Weak spot	P>A+2 DV	15 Hangar (C)
						16 Screens (C)
						17-18 Special (C)

To hit, roll under the target number using the dice from above.

Target number:

Gunnery Skill + Fire Control Rating + ROF Mod + Target Size - Evasion Factor