

# Canberra

**Displacement:** 1000      **Crew:** 5 (1/1/1)  
**Size:** 4      **Toughness:** 8      **Max G/Comp:** 8/3  
**Maneuver:** H:3(0)      **Jump:** 1      **Power:** 4

Armor Ratings	Base 7	Drives/Def. 7/7	Control/Commo 7/7	Sensor/ECM 7/7	Power/Craft 7/7
		Fac/Cargo 7/7	Fuel/Bridge 7/7	Accom/Life 7/7	Laser 1/2 7/7
		Laser 3/4 7/7	Missile 1/2 7/7	PAW 1/2 7/7	Meson 1/2 7/7

**Bridge/Comp:** 1xBridge. 5xFib. Computer  
**Commo:** Radio rec: Radio tran: 1, 2      Laser: 2, 4      Meson:  
**Sensors:** Passive: 1x13.5, 1x13.5      Active: 1x11, 1x11      LIDAR: 1x14.51x14.5  
**ECM:** Passive: 1x15, 1x15      Active:  
**Decoys:** Passive:  
**Signature:** Vis: -0.5      IR: 0      Active: 0      LIDAR: 0

**Fuel:** 200std jump fuel, 230.9std power/extra fuel.  
**Trps/Sci/FWat:** 0/0/0      **H/M/L Pas:** 0/0/0      **Quarters:** 0/21/3/0/0  
**Cargo:** 1x10std bay  
**Facilities:** 1xElec. 1xMach. 1xLock. 3xBrig. 1xGym. 1xGalley  
**Specials:**  
**Hangars:** 1x15std hgr (1)  
**Other Craft:**  
**Fire Control:**

2xSandcaster battery: -1:9 12 canisters.

1xHeavy Laser Turret: (+4) 6:1 PDR:+1

1xMissile Turret: (+3) Cmd DL 19:14 -6 def. 6.7G, Med.  
 3 salvos (4 mis/ea).  
 1xLight Spinal PA: (+1) 12:12 11:11 9:9 7:7

Maneuver Gs	Evasion Gs	Aiming Gs	Damage/Notes

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	4 Bay weapon	3-4 LIDAR	5 Spinal
VShort	1d (Easy)	0.5x evasion Gs	4-6 Heavy	5 Launch port	5-6 AEMS	6 Missile mag.
Short	2d (Average)	1x evasion Gs	7-8 Critical	6-8 Turret	7-9 PEMS	7 Turret
Medium	3d (Formidable)	2x evasion Gs	9 2xCritical	9-10 Sensor	10-11 ECM	8 Bay weap. (C)
Long	4d (Staggering)	3x evasion Gs	10 3xCritical	11-13 No effect	12 Decoy	9 Cargo/fittings
Extreme	5d (Impossible)	4x evasion Gs	11 4xCritical	14 Drop tanks or grappled craft	<b>Penetration</b>	10 Fuel
Note: Meson weapons double evasion factors.				15-17 Power radiator	P<A No pen.	11 Quarters
				18 Weak spot	P=A DV-3	12 Power (C)
					P=A+1 DV-2	13 Maneuver (C)
					P=A+2 DV-1	14 Jump (C)
					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