

# Canberra 1

**Displacement:** 15      **Crew:** 5 (1/1/1)  
**Size:** 1      **Toughness:** 0      **Max G/Comp:** 10/2  
**Maneuver:** P:1.6(0)      **Jump:** 0      **Power:** 0

<b>Armor Ratings</b>	<b>Base 6</b>	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:      Active:      LIDAR: 1x13.5  
**ECM:** Passive:      Active:      Area:  
**Decoys:** Passive:      Active:      LIDAR:  
**Signature:** Vis: -1      IR: -1.5      Active: -0.5      LIDAR: -0.5  
**Fuel:** 0std power/extra fuel.  
**Trps/Sci/FWat:** 0/0/0      **H/M/L Pas:** 0/0/0      **Quarters:** 0/0/0/0  
**Cargo:** 1x0std bay  
**Facilities:** 1xGalley  
**Specials:**  
**Hangars:**  
**Other Craft:**  
**Fire Control:**

<b>Maneuver Gs</b>	<b>Evasion Gs</b>	<b>Aiming Gs</b>	<b>Damage/Notes</b>
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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	<b>Penetration</b>	10 Fuel
Note: Meson weapons double evasion factors.			...etc	14 Drop tanks or grappled craft	P<A No pen.	11 Quarters
				15-17 Power radiator	P=A DV-3	12 Power (C)
				18 Weak spot	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