

Marshall Ney

Displacement: 2500 **Crew:** 5 (1/1/1)
Size: 5 **Toughness:** 12 **Max G/Comp:** 2/3
Maneuver: 2 **Jump:** 2 **Power:** 3

Armor Ratings	Base 17	Drives/Def. 17/17	Control/Commo 17/17	Sensor/ECM 17/17	Power/Craft 17/17
		Fac/Cargo 17/17	Fuel/Bridge 17/17	Accom/Life 17/17	Laser 1/2 17/17
		Laser 3/4 17/17	Missile 1/2 17/17	PAW 1/2 17/17	Meson 1/2 17/17

Bridge/Comp: 1xBridge. 6xFib. Computer
Commo: Radio rec: Radio tran: 1, 1 Laser: 1, 3 Meson:
Sensors: Passive: 1x12.5, 4x12.5 Active: 1x11, 2x11 LIDAR: 1x14.52x14.5
ECM: Passive: 1x15, 1x15 Active: 1x11, 1x11 Area: 1x11, 1x11
Decoys: Passive:
Signature: Vis: -1 IR: 0 Active: 0 LIDAR:
Fuel: 500std jump fuel, 20.3std power/extra fuel.
Trps/Sci/FWat: 0/0/0 **H/M/L Pas:** 0/0/0 **Quarters:** 0/61/4/0/0
Cargo: 1x50std bay
Facilities: 1xElec. 1xMach. 1xSick. 1xLock. 2xGym. 1xGalley
Specials:
Hangars:
Other Craft: 6x3std jet
Fire Control:

5xLight Laser Turret: (+4,+3) 11:8 10:7 7:5 6:4 PDR:+6

3xMissile Bay: (+5) Cmd DL 19:14 -11 def.21.9G, VShort
5 salvos (16 mis/ea).

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 perature	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	Penetration	10 Fuel
Note: Meson weapons double evasion factors.				15-17 Power radiator	P<A No pen. P=A DV-3	11 Quarters
To hit, roll under the target number using the dice from above.				18 Weak spot	P=A+1 DV-2 P=A+2 DV-1 P>A+2 DV	12 Power (C)
Target number:						13 Maneuver (C)
Gunnery Skill + Fire Control Rating + ROF Mod + Target Size - Evasion Factor						14 Jump (C)
						15 Hangar (C)
						16 Screens (C)
						17-18 Special (C)