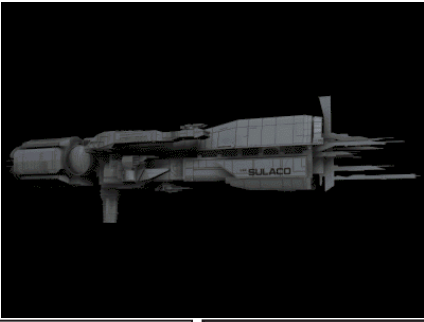




USCMC Conestoga Class Assault Transport



SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1 x Speed	Fwd/Aft Defense: 12
In Service: 2159	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 750	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 155	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 40 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA
Dual 30mm Railgun Class: Matter Modes: Standard Damage: 2x 2d10+2 Range Penalty: -1 per 2 hexes Fire Control: +2/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
800MeV Particle Beam Class: Electromagnetic Modes: Standard Damage: 2d10+10 Range Penalty: -1 per 4 hexes Fire Control: +3/+2/-5 Intercept Rating: n/a Rate of Fire: 1 per 3 turns <i>Special: Ignores Armor. Divide structure damage by 4, and apply as a negative power modifier thereafter instead. Fighters automatically drop out.</i>
Point Defense Laser Class: Laser Modes: Standard Damage: 1d10+5 Range Penalty: -2 per hex Fire Control: +3/+3/+3 Intercept Rating: -3 Rate of Fire: 1 per turn
ASAT Missile Rack Class: Ballistic Missiles: 8 Range Penalty: None (+10) Fire Control: +3/+3/+3 Rate of Fire: 1 per 2 turns
XIM-28 ASAT Missile Mode: Standard Damage: 30 Max Range: 30 Fire Control: +0/+0/+0 Intercept Rating: n/a

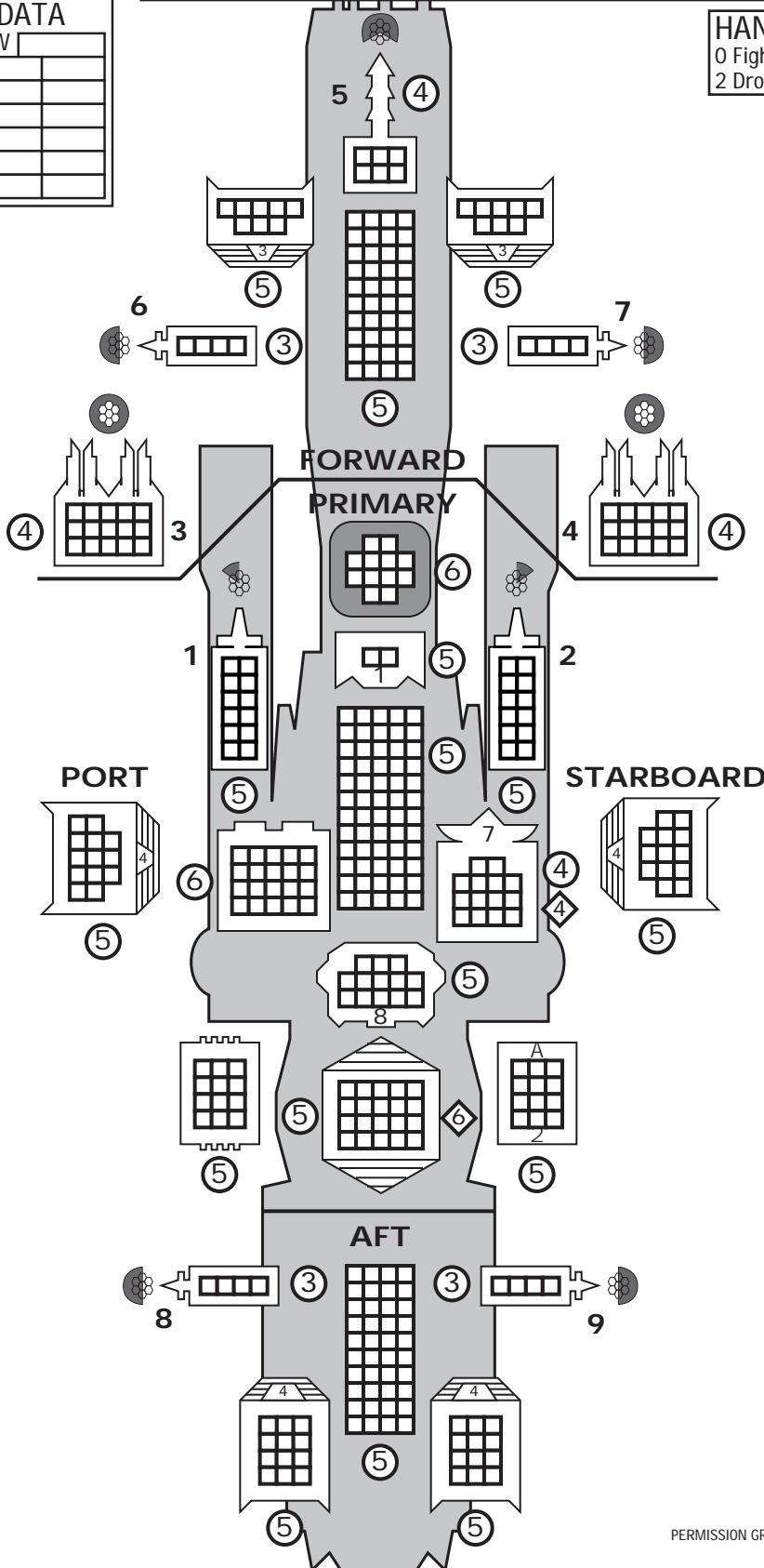
FORWARD HITS
1-3: Retro Thrust
4-6: Dual Railgun
7-8: Point Defense Laser
9-10: ASAT Missile Rack
11-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Std Particle Beam
9-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Structure
8-9: Port/Sib Thrust
10-11: Particle Beam
12-13: Sensors
14-15: Engine
16: Hangar
17: Quarters
18-19: Reactor
20: C & C

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

HANGAR
0 Fighters
2 Dropships



MISSILES	
Rack #5	□ □ □ □ □

UD-4 CHEYENNE COMBAT DROPSHIP
Cost: 60 Defense: 8/11
Thrust: 8 Offense: +4
Armor: 3 Initiative: +9
1 25mm Gatling Cannon
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 2d6+3
Fighter Firing Arc:
Carries 6 Fighter Missiles
Launch Rate: 2 per turn
Navigator Included
Atmospheric Mode: 32
Ground Attack Missiles, 4
Class-Y Dogfight Missiles.
Launch Rate: 2 per turn

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Quarters
Cargo
800MeV Neutral Particle Beam
XIM-28 ASAT Missile Rack
Dual 30mm Railgun
Point Defense Laser