

Rogede Sild

Displacement: 300 **Crew:** 5 (1/1/1)
Size: 3 **Toughness:** 6 **Max G/Comp:** 25/5
Maneuver: H:0.3(0) 4 **Jump:** 2 **Power:** 3

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: No bridge. 3xFib. Computer
Commo: Radio rec: Radio tran: 1 Laser: 2 Meson:
Sensors: Passive: 1x13.5 Active: 1x11 LIDAR: 1x15
ECM: Passive: Active: Area:
Decoys: Passive: Active: LIDAR:
Signature: Vis: -0.5 IR: -0.5 Active: -0.5 LIDAR: -0.5

Fuel: 60std jump fuel, 9.4std power/extra fuel.
Trps/Sci/FWat: 0/0/0 **H/M/L Pas:** 0/0/0 **Quarters:** 0/0/11/0/0
Cargo: 1x3std bay
Facilities: 1xLock. 1xArm. 1xGym. 1xGalley
Specials:
Hangars:
Other Craft:
Fire Control:

2xSandcaster battery: -1:9 12 canisters.

2xHeavy Laser Turret: (+1,+3) 14:8 14:8 13:7 11:5 PDR:+1

1xMissile Turret: (+3) Cmd DL 18:13 -6 def. 6.1G, Med.
2 salvos (4 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 aperture	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.	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