



Bajoran Assault Craft

SPECS Class: Medium Ship In Service: 2365 Point Value: 300 Ramming Factor: 50 Warp Delay: N/A	MANEUVERING Turn Cost: 1/3 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 1+1 Thrust	COMBAT STATS Fwd/Aft Defense: 13 Stb/Port Defense: 14 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA Light Phaser Bank Class: Molecular Mode: Standard Damage: 1d10+4 Range Penalty: -1 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn	
Deflector Shield Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.	

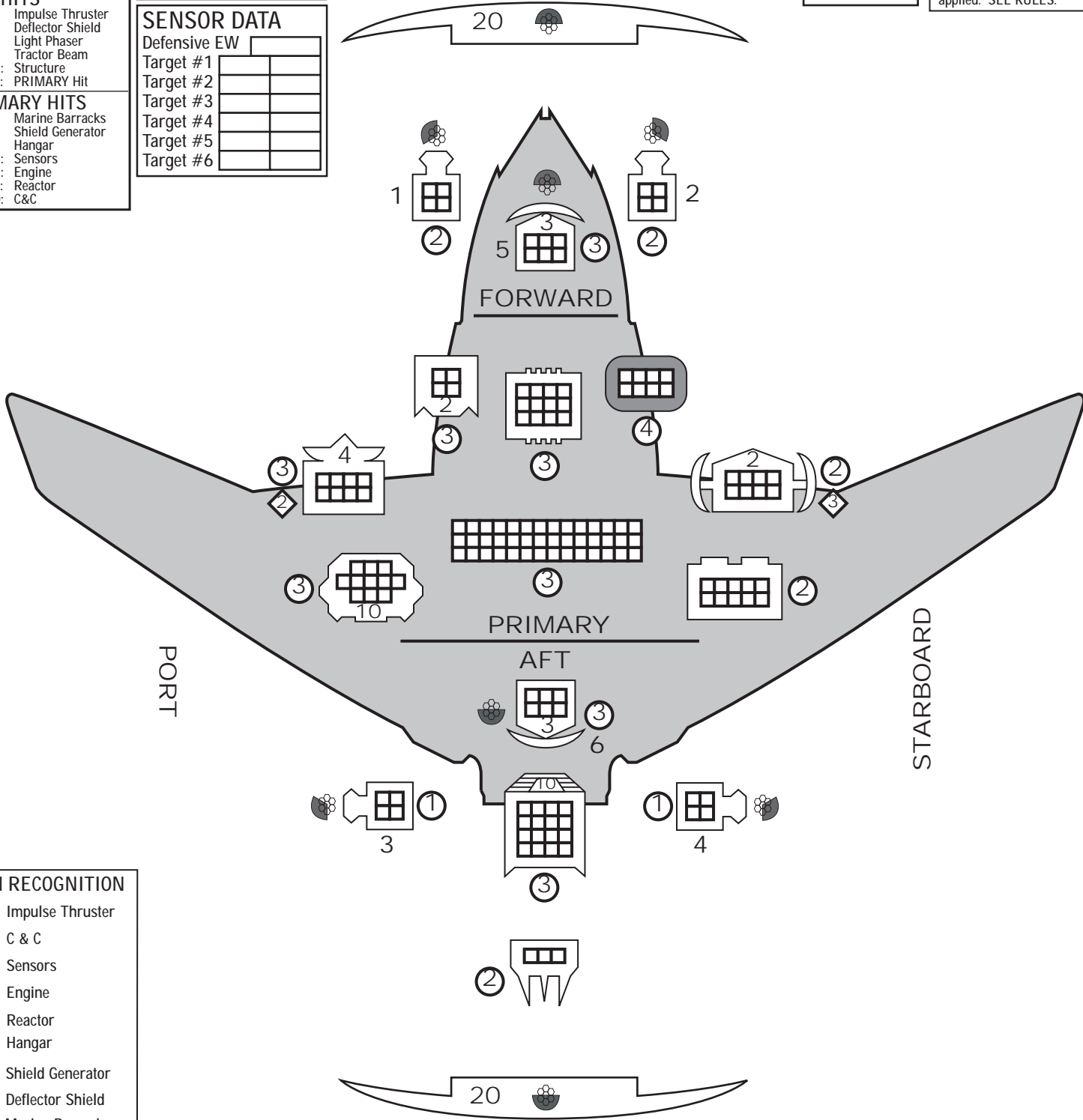
HANGAR
2 Fighters
2 Shuttles

FORWARD HITS 1-3: Deflector Shield 4-7: Light Phaser 8-16: Structure 17-20: PRIMARY Hit
AFT HITS 1-3: Impulse Thruster 4-6: Deflector Shield 7-9: Light Phaser 10: Tractor Beam 11-16: Structure 17-20: PRIMARY Hit
PRIMARY HITS 1-5: Marine Barracks 6-8: Shield Generator 9-11: Hangar 12-14: Sensors 15-16: Engine 17-18: Reactor 19-20: C&C

SPECIAL NOTES
Atmospheric Capable
Gravitic Drive System
Impulse Drive

SENSOR DATA

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



ICON RECOGNITION

	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Marine Barracks
	Light Phaser