



Borg Priority Transport

SPECS

Class: Capital Ship
 In Service: Ancient
 Point Value: 480
 Ramming Factor: 320
 Warp Delay: 2 Turns

MANEUVERING

Turn Cost: 2/3 Speed
 Turn Delay: 1 x Speed
 Accel/Decel Cost: 2 Thrust
 Pivot Cost: 1+1 Thrust
 Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 15 (12)
 Stb/Port Defense: 15 (12)
 Engine Efficiency: 2/1
 Extra Power: +0
 Initiative Bonus: +4

WEAPON DATA

Molecular Torpedo
 Class: Ballistic
 Modes: Standard
 Damage: 30
 Max Range: 60 hexes
 Fire Control: +5/+5/+1
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
 Special: Ignores armor on a d6 roll of '5' or '6'.

Energy Draining Tractor Beam

Class: Gravitic
 Modes: Special
 Damage: -1d6 power
 Special: SEE RULES.

EM Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

SECTION HITS

- 1-4: Thruster
- 5: Molecular Torpedo
- 6-8: Cargo
- 9: Tractor Beam
- 10: EM Shield
- 11: Self Repair
- 12-18: Section Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Structure
- 9-12: Warp Engine
- 13: Struct Self Repair
- 14: Self Repair
- 15-16: Sensors
- 17-18: Engine
- 19: Reactor
- 20: C&C

Note: Cargo E-H and tractor beams are part of both forward/aft and appropriate side sections.

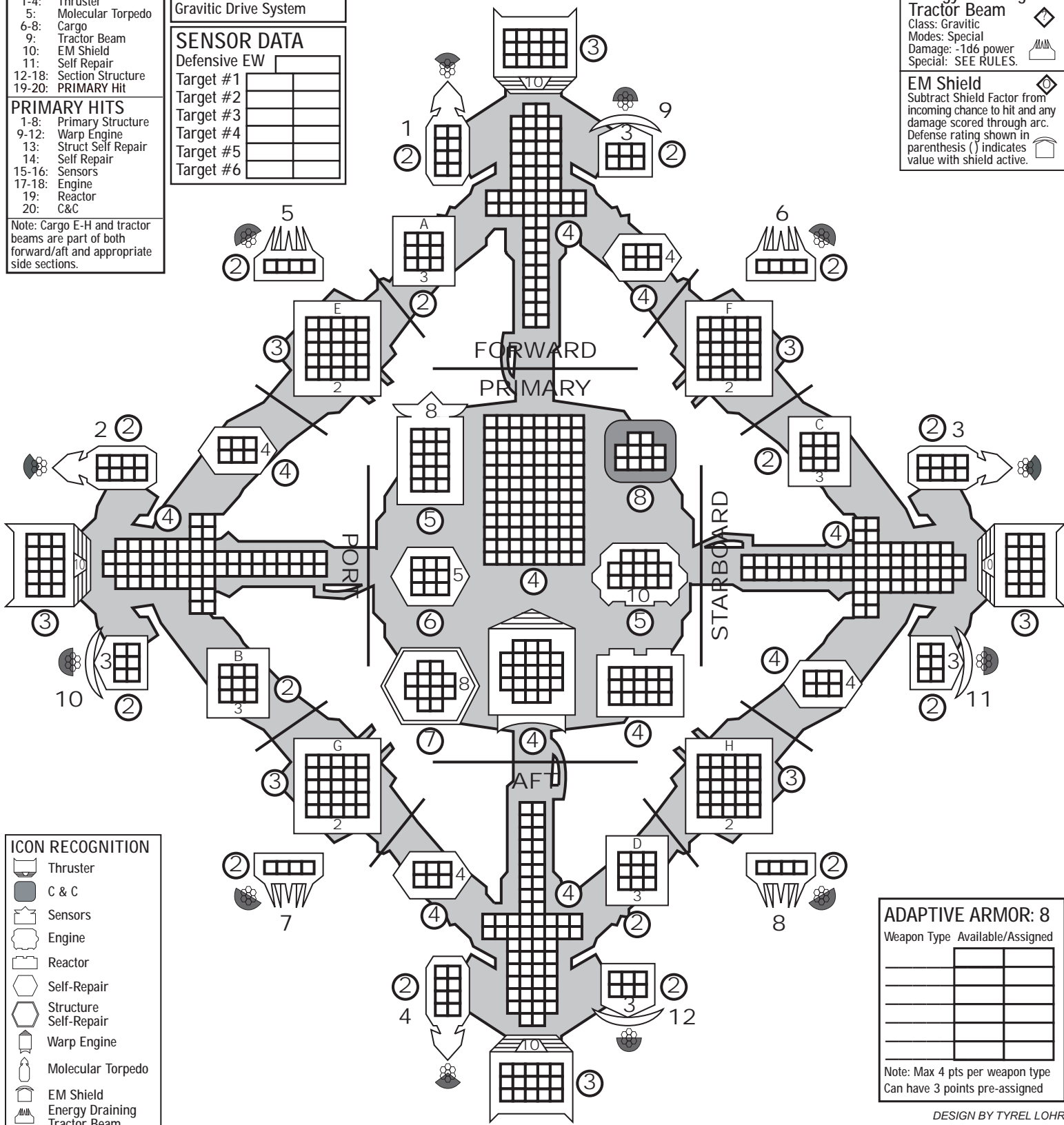
SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Self-Repair
- Structure Self-Repair
- Warp Engine
- Molecular Torpedo
- EM Shield
- Energy Draining Tractor Beam

ADAPTIVE ARMOR: 8

Weapon Type	Available/Assigned

Note: Max 4 pts per weapon type
 Can have 3 points pre-assigned