



# Civilian Kelrun Priority Transport

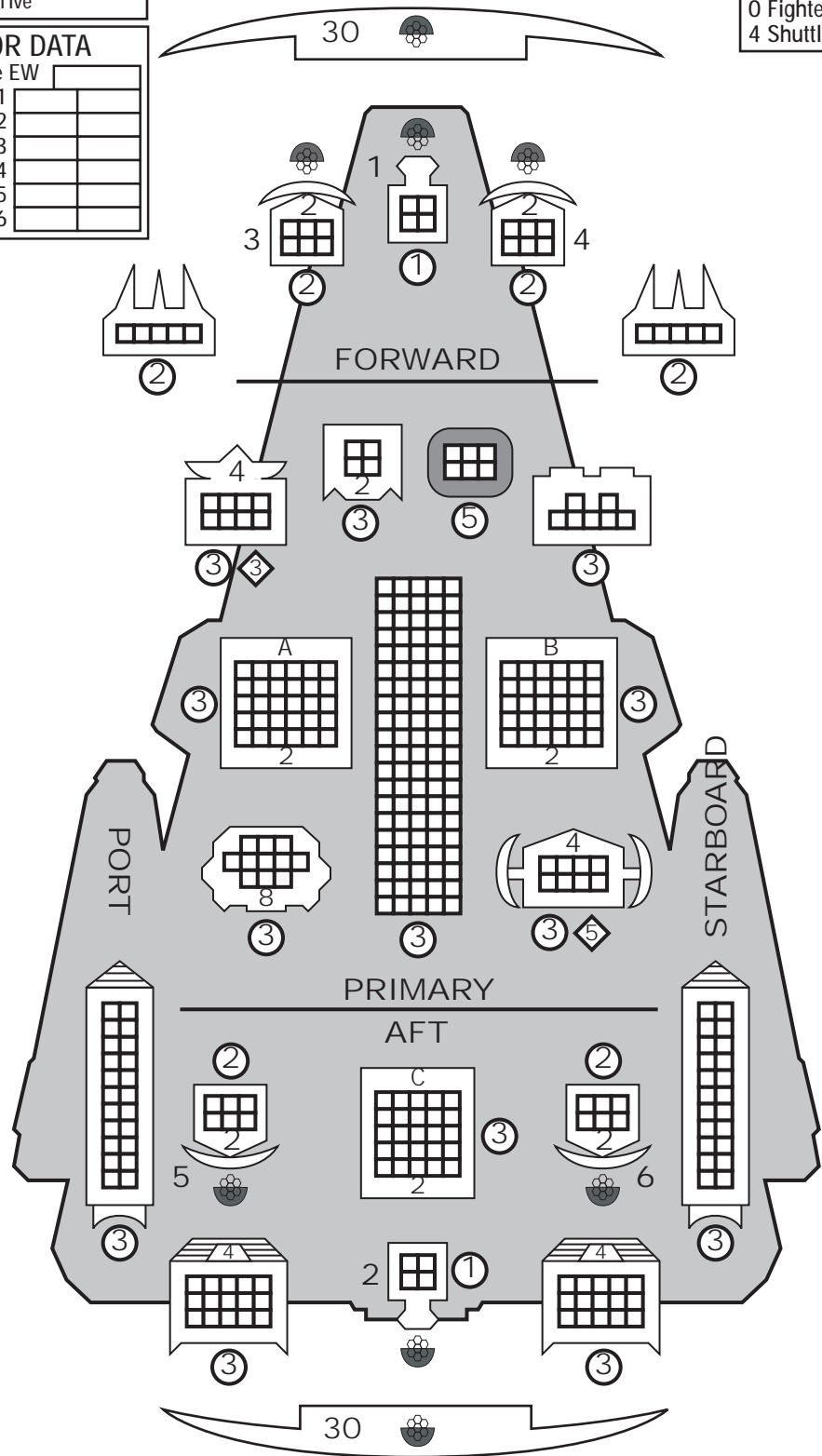
<b>SPECS</b> Class: Medium Ship In Service: 2344 Point Value: 200 Ramming Factor: 100 Warp Delay: 9 Turns	<b>MANEUVERING</b> Turn Cost: 1 x Speed Turn Delay: 1 x Speed Accel/Decel Cost: 4 Thrust Pivot Cost: 4+4 Thrust Roll Cost: 4+4 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 14 Stb/Port Defense: 15 Engine Efficiency: 4/1 Power Shortage: -2 Initiative Bonus: +4
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	

<b>WEAPON DATA</b>	
<b>Light Phaser Bank</b>	
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	
<b>Deflector Shield</b>	⬠
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.	

<b>FORWARD HITS</b>
1-4: Deflector Shield
5-6: Light Phaser
7-8: Tractor Beam
9-17: Structure
18-20: PRIMARY Hit
<b>AFT HITS</b>
1-4: Impulse Thruster
5-7: Deflector Shield
8: Light Phaser
9-10: Cargo C
11-17: Structure
18-20: PRIMARY Hit
<b>PRIMARY HITS</b>
1-4: Cargo A
5-8: Cargo B
9-11: Shield Generator
12-13: Hangar
14-15: Sensors
16-17: Engine
18-19: Reactor
20: C&C

<b>SPECIAL NOTES</b>	
Gravitic Drive System	
Impulse Drive	
<b>SENSOR DATA</b>	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

**HANGAR**  
0 Fighters  
4 Shuttles



<b>ICON RECOGNITION</b>
Impulse Thruster
C & C
Sensors
Engine
Reactor
Hangar
Cargo
Shield Generator
Deflector Shield
Light Phaser