

# Civilian Norkova Fast Freighter

## SPECS

Class: Medium Ship  
In Service: 2249  
Point Value: 180  
Ramming Factor: 50  
Warp Delay: 9 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 13  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +2

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

## WEAPON DATA

**Point Defense Phaser**  
Class: Molecular  
Mode: Standard  
Damage: 1d10  
Range Penalty: -2 per hex  
Fire Control: +2/+2/+2  
Intercept Rating: -3  
Rate of Fire: 1 per turn

## Light Phaser Bank

Class: Molecular  
Mode: Standard  
Damage: 1d10+4  
Range Penalty: -1 per hex  
Fire Control: +2/+3/+3  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## Light Disruptor

Class: Molecular  
Mode: Standard  
Damage: 1d6+6  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -1  
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.

## LIGHT PHASER

In Federation military service, replace all point defense phasers with light phasers, increasing the cost of the ship by 30 points.

## LIGHT DISRUPTOR

In Klingon and Romulan military or civilian service, replace all point defense phasers with light disruptors, increasing the cost of the ship by 20 points.

## FORWARD HITS

1-2: Deflector Shield  
3-5: Point Defense Phaser  
6-9: Cargo A/B  
10-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-4: Impulse Thruster  
5-6: Deflector Shield  
7-8: Point Defense Phaser  
9-11: Cargo E/F  
12: Tractor Beam  
13-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-5: Warp Engine  
6-10: Cargo C/D  
11-12: Shield Generator  
13-14: Sensors  
15-16: Hangar  
17-18: Engine  
19: Reactor  
20: C&C

## SPECIAL NOTES

Gravitic Drive System  
Impulse Drive

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

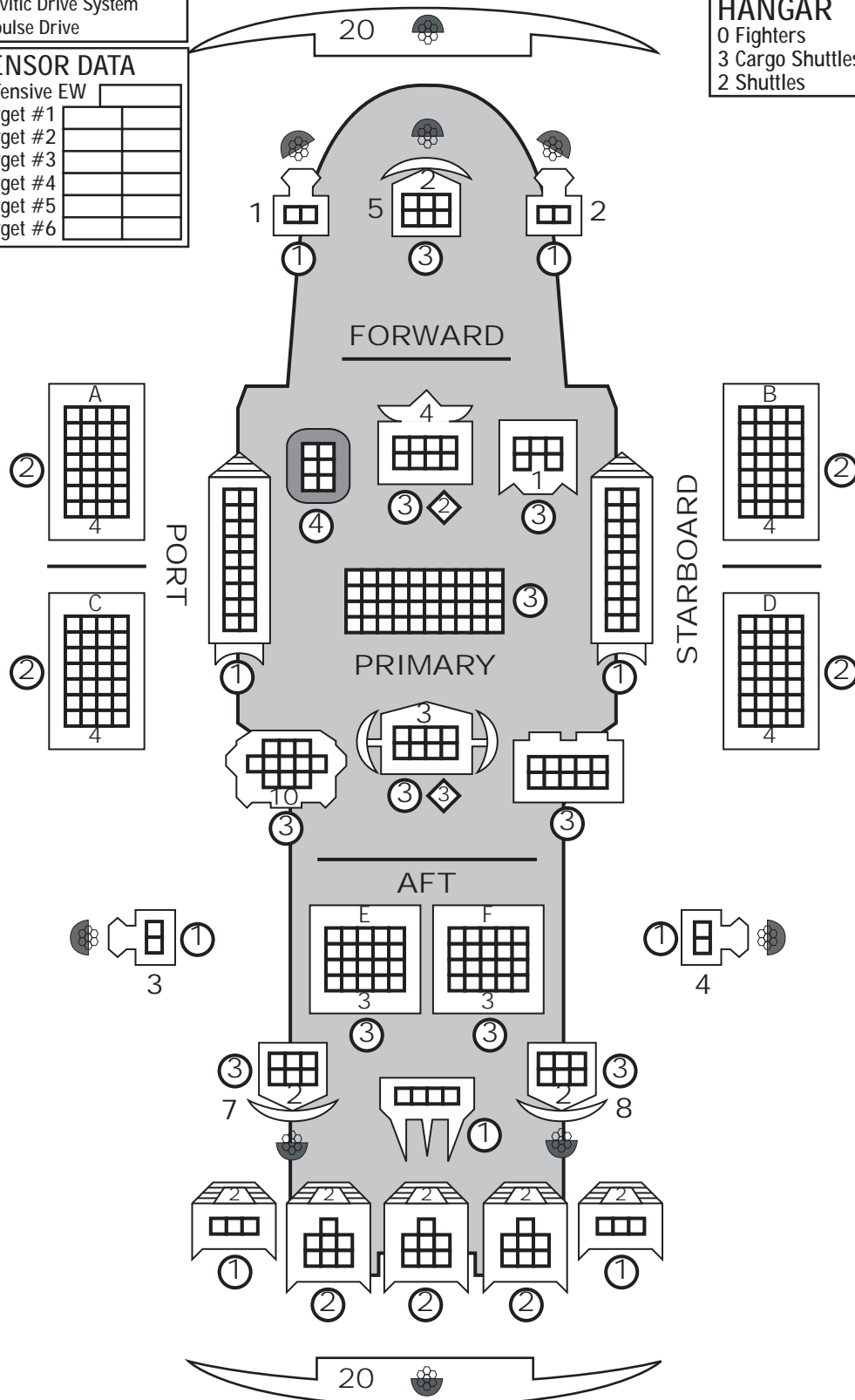
Target #4

Target #5

Target #6

## HANGAR

0 Fighters  
3 Cargo Shuttles  
2 Shuttles



## ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Shield Generator
- Deflector Shield
- Warp Engine
- Point Defense Phaser