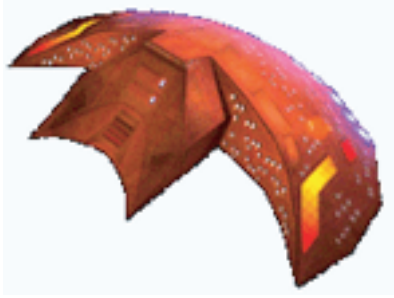


Version 2: 2E/ST

Name: _____ Counter: _____

Ferengi Bronta Trade Scout

STAR TREK WARS

SPECS
Class: Medium Ship
In Service: 2284
Point Value: 250
Ramming Factor: 40
Warp Delay: 9 Turns

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

COMBAT STATS
Fwd/Aft Defense: 13
Stb/Port Defense: 12
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	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

HANGAR
0 Fighters
3 Shuttles

WEAPON DATA

Lt Plasmic Disruptor
Class: Plasma
Modes: Standard
Damage: 2d10+2 (-1 per hex)
Range Penalty: -2 per hex
Fire Control: +2/+2/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn

Light Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 2d10+2 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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.

FORWARD HITS
1-3: Deflector Shield
4-7: Lt Plasmic Disrptr
8-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-6: Impulse Thruster
7-9: Deflector Shield
10-17: Structure
18-20: PRIMARY Hit

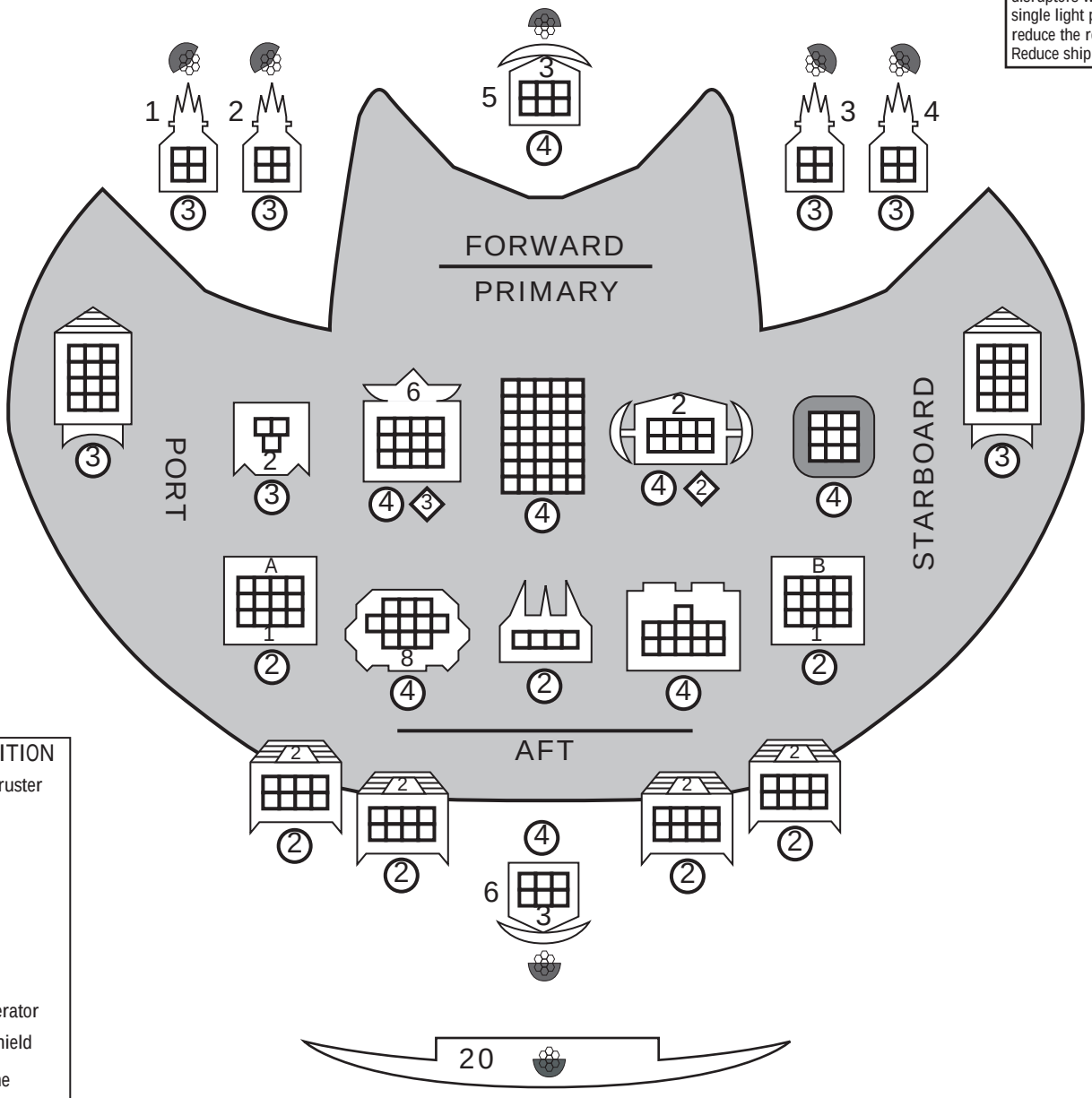
PRIMARY HITS
1-5: Warp Engine
6-8: Cargo
9-10: Shield Generator
11: Tractor Beam
12-13: Sensors
14-15: Hangar
16-17: Engine
18-19: Reactor
20: C&C

SPECIAL NOTES
ELINT Ship
Agile Ship
Gravitic Drive System
Impulse Drive

SENSOR DATA
Defensive EW

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

EARLY WEAPONS
In scenarios set before 2213, replace each pair of plasmic disruptors with a single light plasma cannon and reduce the reactor by 4 boxes. Reduce ship cost to 225 points.



ICON RECOGNITION
- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Shield Generator
- Deflector Shield
- Warp Engine
- Lt Plasmic Disruptor

DESIGN BY TYREL LOHR
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