



Ferengi Glantor Troop Transport

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 13
In Service: 2348	Turn Delay: 1 x Speed	Stb/Aft Defense: 15
Point Value: 340	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 100	Pivot Cost: 3+3 Thrust	Extra Power: 0
Warp Delay: 7 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +6
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 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA
Plasmic Disruptor
Class: Plasma
Modes: Standard
Damage: 3d10+4 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +2/+2/-1
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.

HANGAR
0 Fighters
8 Shuttles

FORWARD HITS
1-2: Deflector Shield
3-6: Plasmic Disruptor
7-18: Forward Structure
19-20: PRIMARY Hit

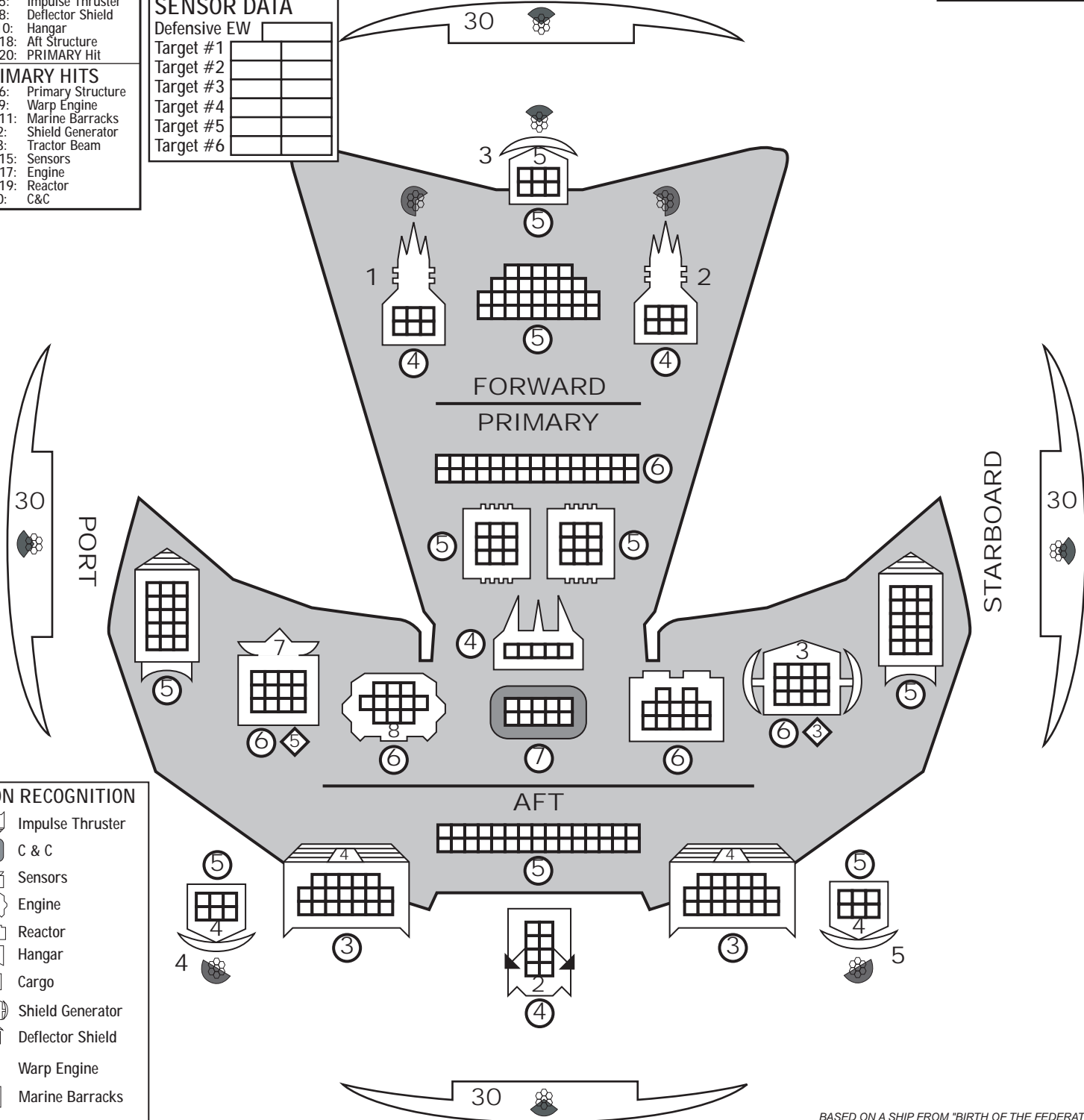
SPECIAL NOTES
Combat Transporters (+1)
Gravitic Drive System
Impulse Drive

AFT HITS
1-5: Impulse Thruster
6-8: Deflector Shield
9-10: Hangar
11-18: Aft Structure
19-20: PRIMARY Hit

SENSOR DATA

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

PRIMARY HITS
1-6: Primary Structure
7-9: Warp Engine
10-11: Marine Barracks
12: Shield Generator
13: Tractor Beam
14-15: Sensors
16-17: Engine
18-19: Reactor
20: C&C



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Shield Generator
- Deflector Shield
- Warp Engine
- Marine Barracks
- Plasmic Disruptor