



# Ferengi Grok Light Trader

SPECS		MANEUVERING		COMBAT STATS	
Class: Medium Ship		Turn Cost: 1/2 Speed		Fwd/Aft Defense: 11	
In Service: 2303		Turn Delay: 1/3 Speed		Stb/Port Defense: 13	
Point Value: 175		Accel/Decel Cost: 2 Thrust		Engine Efficiency: 4/1	
Ramming Factor: 55		Pivot Cost: 1+1 Thrust		Extra Power: 0	
Warp Delay: 12 Turns		Roll Cost: 1+1 Thrust		Initiative Bonus: +3	
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	
<b>Lt Plasmic Disruptor</b>	
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	
<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.	

FORWARD HITS	
1-3:	Deflector Shield
4-5:	Lt Plasmic Disruptor
6-9:	Cargo
10-17:	Structure
18-20:	PRIMARY Hit

AFT HITS	
1-5:	Impulse Thruster
6:	Deflector Shield
7-9:	Cargo
10:	Tractor Beam
11:	Hangar
12-17:	Structure
18-20:	PRIMARY Hit

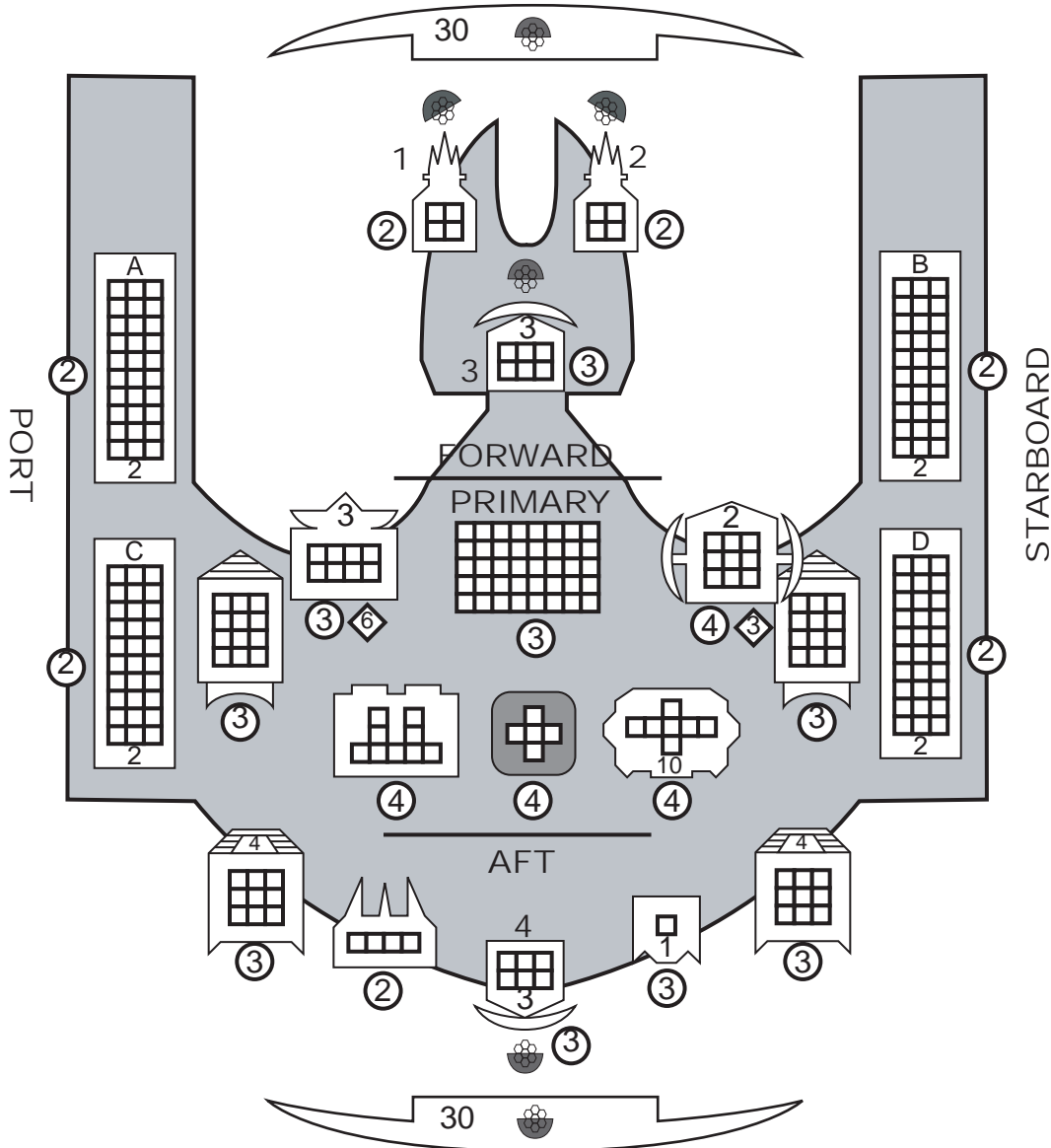
PRIMARY HITS	
1-7:	Warp Engine
8-11:	Shield Generator
12-14:	Sensors
15-17:	Engine
18-19:	Reactor
20:	C&C

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  
1 Shuttle



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