



Version 1: 2E/ST

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Ferengi Krakta Penetrators (4)

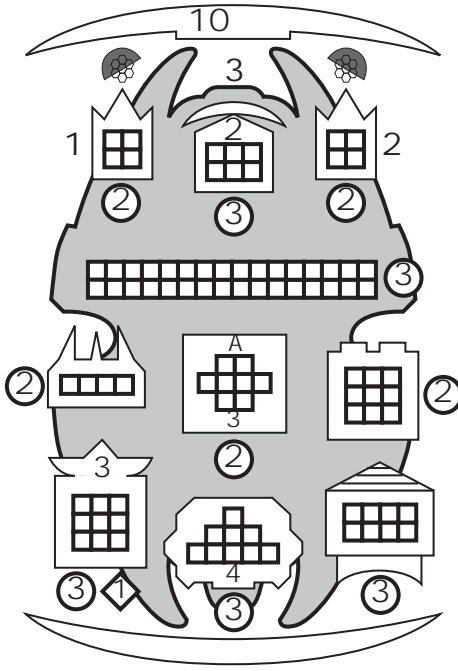
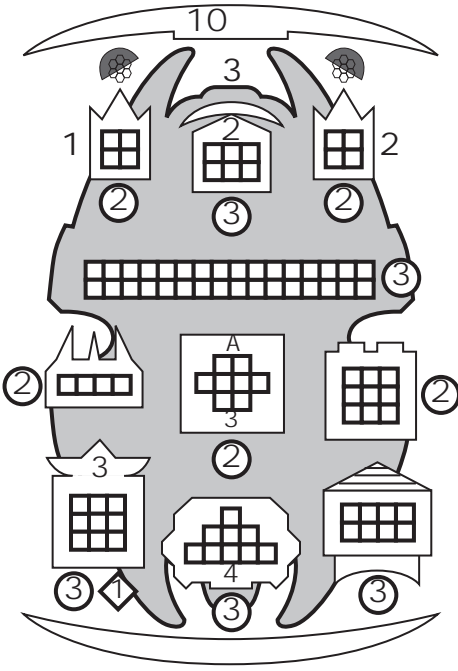
SPECS	MANEUVERING	COMBAT STATS
Class: Lt. Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 10
In Service: 2109	Turn Delay: 1/4 Speed	Stb/Port Defense: 10
Point Value: 200 each	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 40	Pivot Cost: 1 Thrust	Extra Power: +0
Warp Delay: 14 Turns	Roll Cost: 1 Thrust	Initiative Bonus: +14
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 2 2 3 3 3 3	
Turn Delay	1 1 1 1 2 2 2 2 2 3 3 3 3	

WEAPON DATA
<b>Light Plasma Cannon</b>
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
<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.

HIT LOCATIONS
1-8: Structure
9-11: Warp Engine
12-14: Light Plasma Cannon
15: Tractor Beam
16-17: Drive
18: Reactor
19: Control
20: Deflector Shield

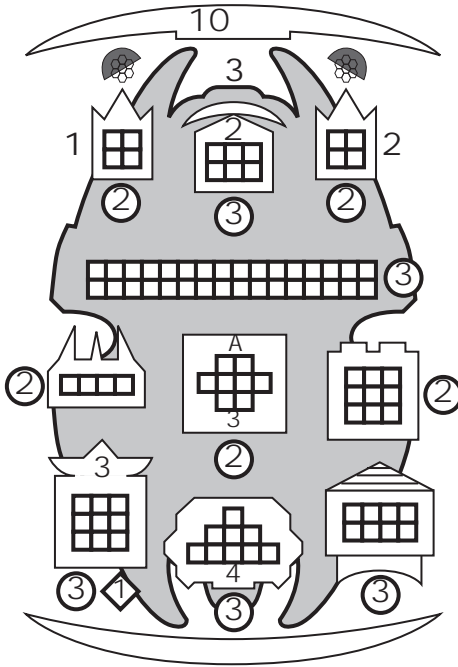
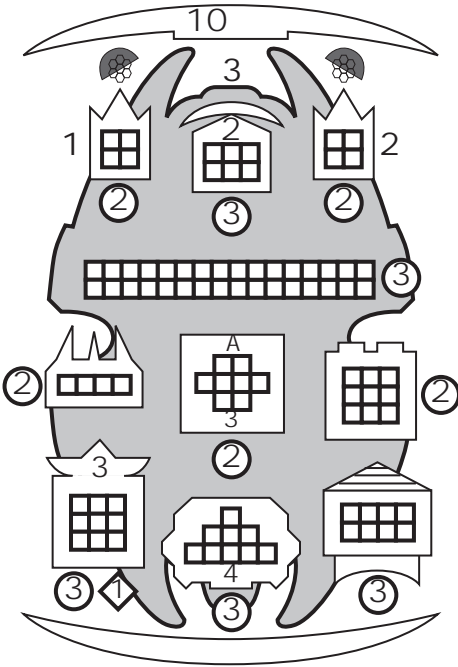
SPECIAL NOTES
Agile Ship
Atmospheric Capable
Gravitic Drive System
Impulse Drive

SENSOR DATA	
Defensive EW	<input type="text"/>
Target #1	<input type="text"/>
Target #2	<input type="text"/>
Target #3	<input type="text"/>
Target #4	<input type="text"/>
Target #5	<input type="text"/>
Target #6	<input type="text"/>



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Target #6	<input type="text"/>

ICON RECOGNITION	
	Cargo
	Drive
	Reactor
	Cargo
	Deflector Shield
	Warp Engine
	Light Plasma Cannon