



Malon Type 13 Freighter



SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 3/2 Speed	Fwd/Aft Defense: 18
In Service: 2295	Turn Delay: 3/2 Speed	Stb/Port Defense: 20
Point Value: 600	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 220	Pivot Cost: 3+3 Thrust	Extra Power: 0
Warp Delay: 8 Turns	Roll Cost: 3+3 Thrust	Initiative Penalty: -1

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

WEAPON DATA	
Spatial Charge	
Class: Ballistic	
Mode: Flash	⬡
Damage: 10/4	
Range Penalty: None	
Max Range: 25 hexes	
Fire Control: n/a	⬢
Intercept Rating: -2	
Rate of Fire: 2 per turn	
Special: Targeted on a hex, not unit. Damage before the slash is scored on targets in impact hex, damage after the slash is scored on targets one hex away. See rules.	
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
 - 4-6: Spatial Charge
 - 7-8: Tractor Beam
 - 9: C&C
 - 10-13: Cargo A
 - 14-18: Forward Structure
 - 19-20: PRIMARY Hit
- SIDE HITS**
- 1-4: Spatial Charge
 - 5-6: Hangar
 - 7-8: Cargo A
 - 9-10: Cargo B
 - 11-12: Cargo C
 - 13-18: Port/Stb Structure
 - 19-20: PRIMARY Hit
- AFT HITS**
- 1-3: Impulse Thruster
 - 4-5: Deflector Shield
 - 6-7: Spatial Charge
 - 8-11: Cargo C
 - 12-13: Warp Engine
 - 14-18: Aft Structure
 - 19-20: PRIMARY Hit
- PRIMARY HITS**
- 1-12: Primary Structure
 - 13-14: Shield Generator
 - 15-16: Sensors
 - 17-18: Engine
 - 19-20: Reactor

SPECIAL NOTES

Theta Radiation Cloud
Gravitic Drive System
Impulse Drive

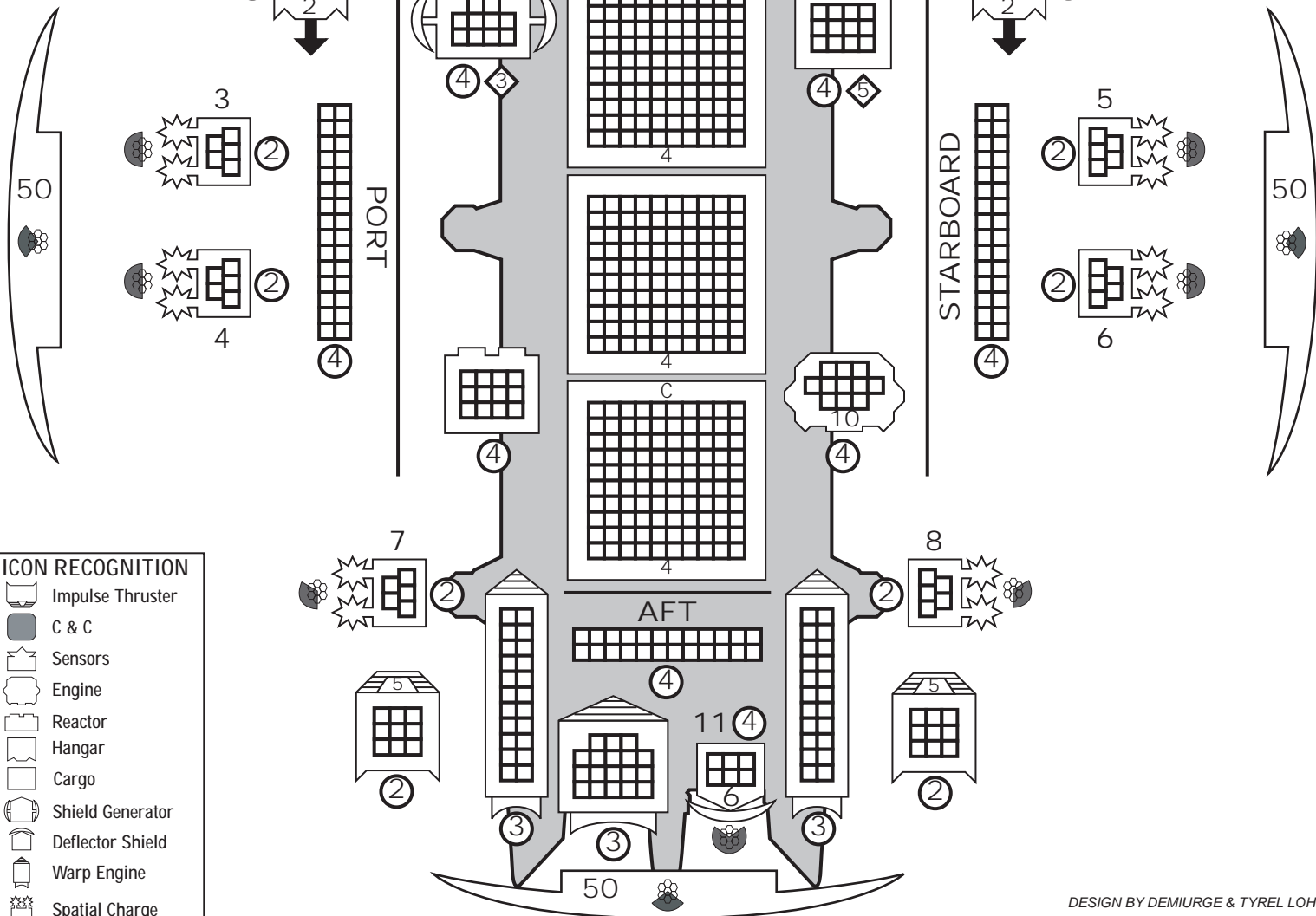
SENSOR DATA

Defensive EW

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

HANGARS

0 Fighters
4 Shuttles each



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Shield Generator
- Deflector Shield
- Warp Engine
- Spatial Charge