



Malon Type 2 Freighter



SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 3/2 Speed	Fwd/Aft Defense: 18
In Service: 2328	Turn Delay: 3/2 Speed	Stb/Port Defense: 20
Point Value: 650	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/B
14-18:	Forward Structure
19-20:	PRIMARY Hit

SIDE HITS	
1-4:	Spatial Charge
5-6:	Hangar
7-8:	Cargo A/B
9-10:	Cargo C/D/E/F
11-12:	Cargo G/H
13-18:	Port/Stb Structure
19-20:	PRIMARY Hit

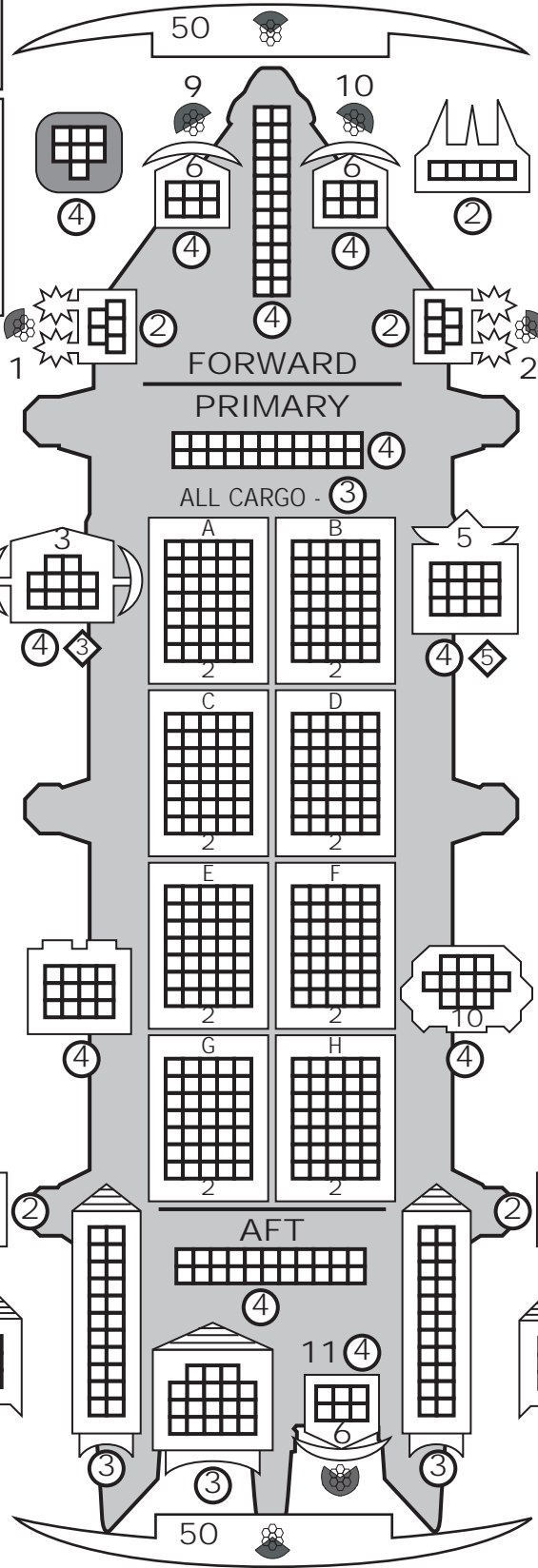
AFT HITS	
1-3:	Impulse Thruster
4-5:	Deflector Shield
6-7:	Spatial Charge
8-11:	Cargo G/H
12-13:	Warp Engine
14-18:	Aft Structure
19-20:	PRIMARY Hit

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