



Romulan Graffler Military Freighter



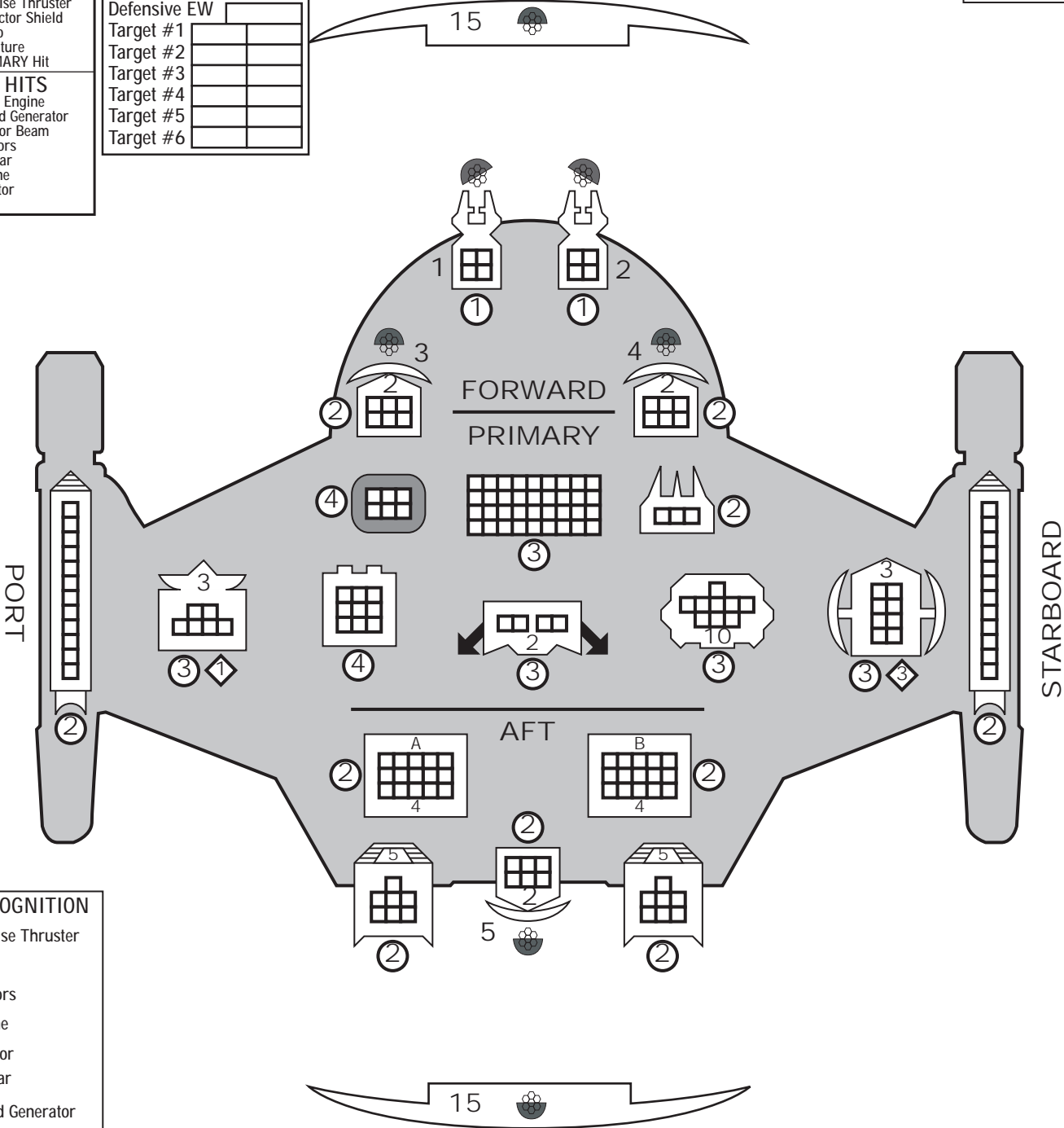
SPECS Class: Medium Ship In Service: 2231 Point Value: 140 Ramming Factor: 40 Warp Delay: 18 Turns	MANEUVERING Turn Cost: 1/2 Speed Turn Delay: 1/3 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 2+2 Thrust	COMBAT STATS Fwd/Aft Defense: 14 Stb/Port Defense: 12 Engine Efficiency: 2/1 Extra Power: 0 Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA Light Blast Beam Class: Particle Mode: Standard Damage: 1d6+4 Range Penalty: -2 per hex Fire Control: +2/+2/+2 Intercept Rating: -2 Rate of Fire: 1 per turn	
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 1-4: Deflector Shield 5-7: Light Blast Beam 8-17: Structure 18-20: PRIMARY Hit
AFT HITS 1-4: Impulse Thruster 5-6: Deflector Shield 7-9: Cargo 10-17: Structure 18-20: PRIMARY Hit
PRIMARY HITS 1-7: Warp Engine 8-9: Shield Generator 10: Tractor Beam 11-13: Sensors 14-16: Hangar 17-18: Engine 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
4 Shuttles



	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Cargo
	Light Blast Beam