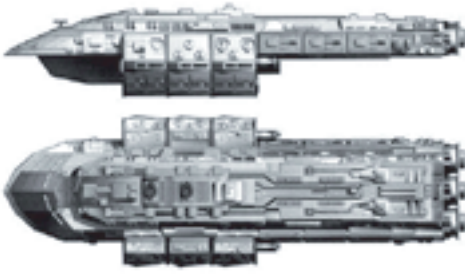




Civilian Antares Bulk Freighter



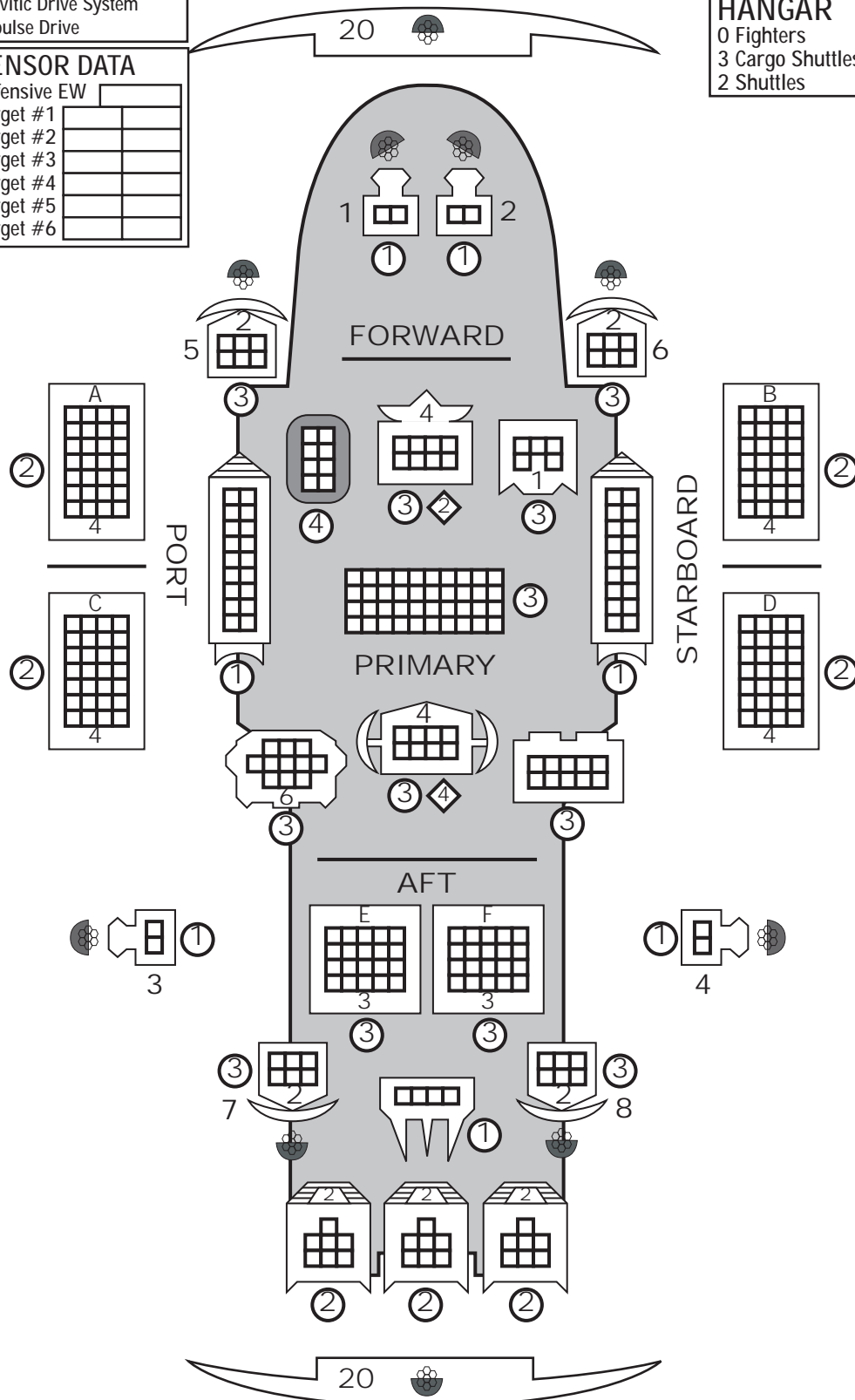
SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship In Service: 2249 Point Value: 180 Ramming Factor: 50 Warp Delay: 9 Turns	Turn Cost: 2/3 Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 2+2 Thrust	Fwd/Aft Defense: 12 Stb/Port Defense: 13 Engine Efficiency: 4/1 Extra Power: 0 Initiative Bonus: +2
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 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
Point Defense Phaser Class: Molecular Mode: Standard Damage: 1d10 Range Penalty: -2 per hex Fire Control: +2/+2/+2 Intercept Rating: -3 Rate of Fire: 1 per turn	
Light Phaser Bank Class: Molecular Mode: Standard Damage: 1d10+4 Range Penalty: -1 per hex Fire Control: +2/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn	
Light Disruptor Class: Molecular Mode: Standard Damage: 1d6+6 Range Penalty: -1 per hex Fire Control: +3/+3/+3 Intercept Rating: -1 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.	

HANGAR
0 Fighters
3 Cargo Shuttles
2 Shuttles

FORWARD HITS	
1-3: Deflector Shield	
4-6: Point Defense Phaser	
7-10: Cargo A/B	
11-17: Structure	
18-20: PRIMARY Hit	
AFT HITS	
1-4: Impulse Thruster	
5-6: Deflector Shield	
7-8: Point Defense Phaser	
9-11: Cargo E/F	
12: Tractor Beam	
13-17: Structure	
18-20: PRIMARY Hit	
PRIMARY HITS	
1-5: Warp Engine	
6-10: Cargo C/D	
11-12: Shield Generator	
13-14: Sensors	
15-16: 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	



LIGHT PHASER	
In Federation military service, replace all point defense phasers with light phasers, increasing the cost of the ship by 30 points.	
LIGHT DISRUPTOR	
In Klingon and Romulan military or civilian service, replace all point defense phasers with light disruptors, increasing the cost of the ship by 20 points.	

ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Shield Generator
	Deflector Shield
	Light Phaser