



Civilian Merchantman

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 10
In Service: 2270	Turn Delay: 1/2 Speed	Stb/Port Defense: 11
Point Value: 200	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 60	Pivot Cost: 3+3 Thrust	Extra Power: 0
Warp Delay: 10 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +10
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	
Light Phaser Bank	
Class: Molecular	
Mode: Standard	◆
Damage: 1d10+4	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: -2	□
Rate of Fire: 1 per turn	
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	
Deflector Shield	
Class: Molecular	◆
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
4-5:	Light Phaser
6-7:	Point Defense Phaser
8-17:	Structure
18-20:	PRIMARY Hit

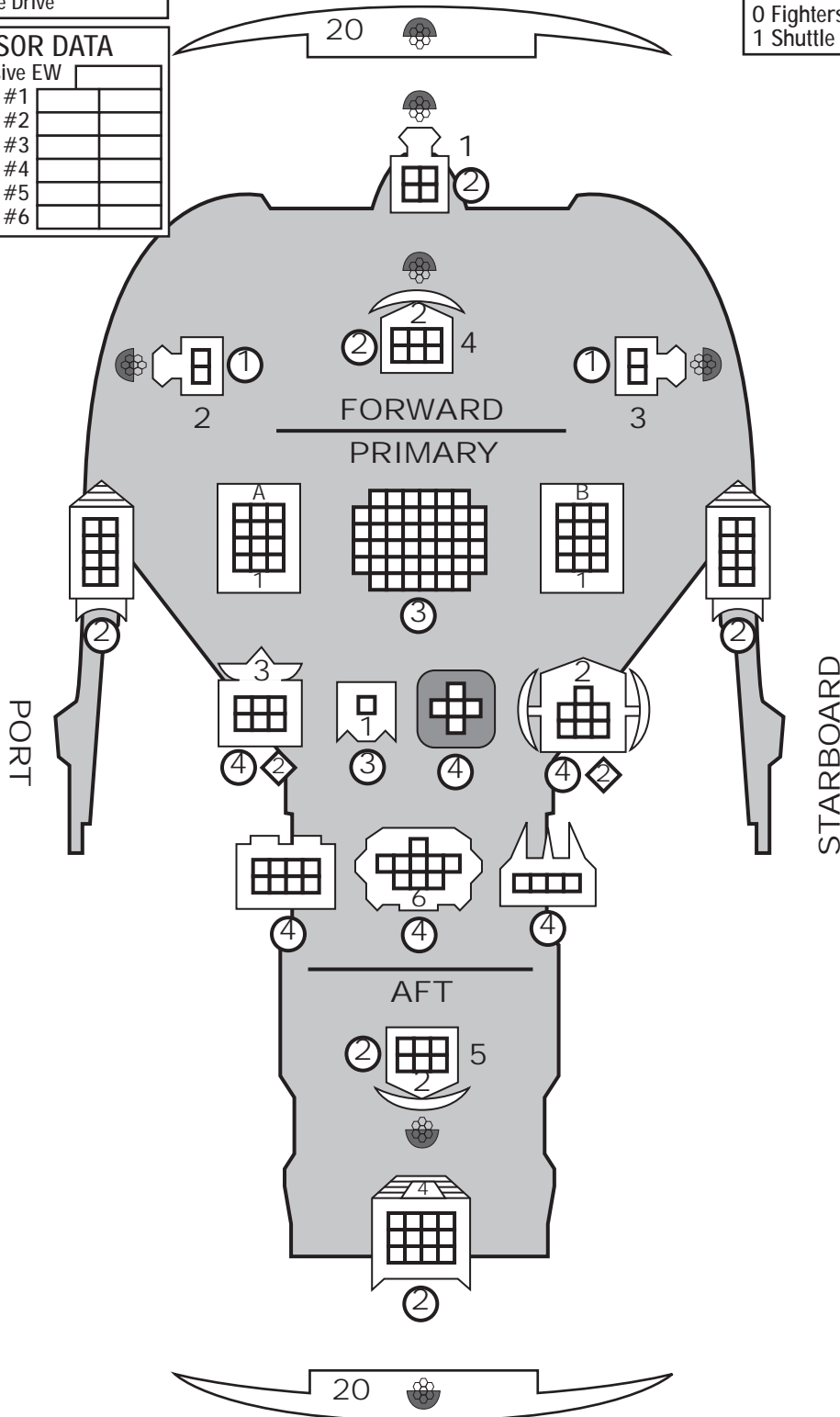
AFT HITS	
1-5:	Impulse Thruster
6-8:	Deflector Shield
9-17:	Structure
18-20:	PRIMARY Hit

PRIMARY HITS	
1-4:	Warp Engine
5-8:	Cargo
9-10:	Shield Generator
11-12:	Tractor Beam
13-14:	Sensors
15:	Hangar
16-17:	Engine
18-19:	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
1 Shuttle



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