



Civilian Trolac Bulk Freighter

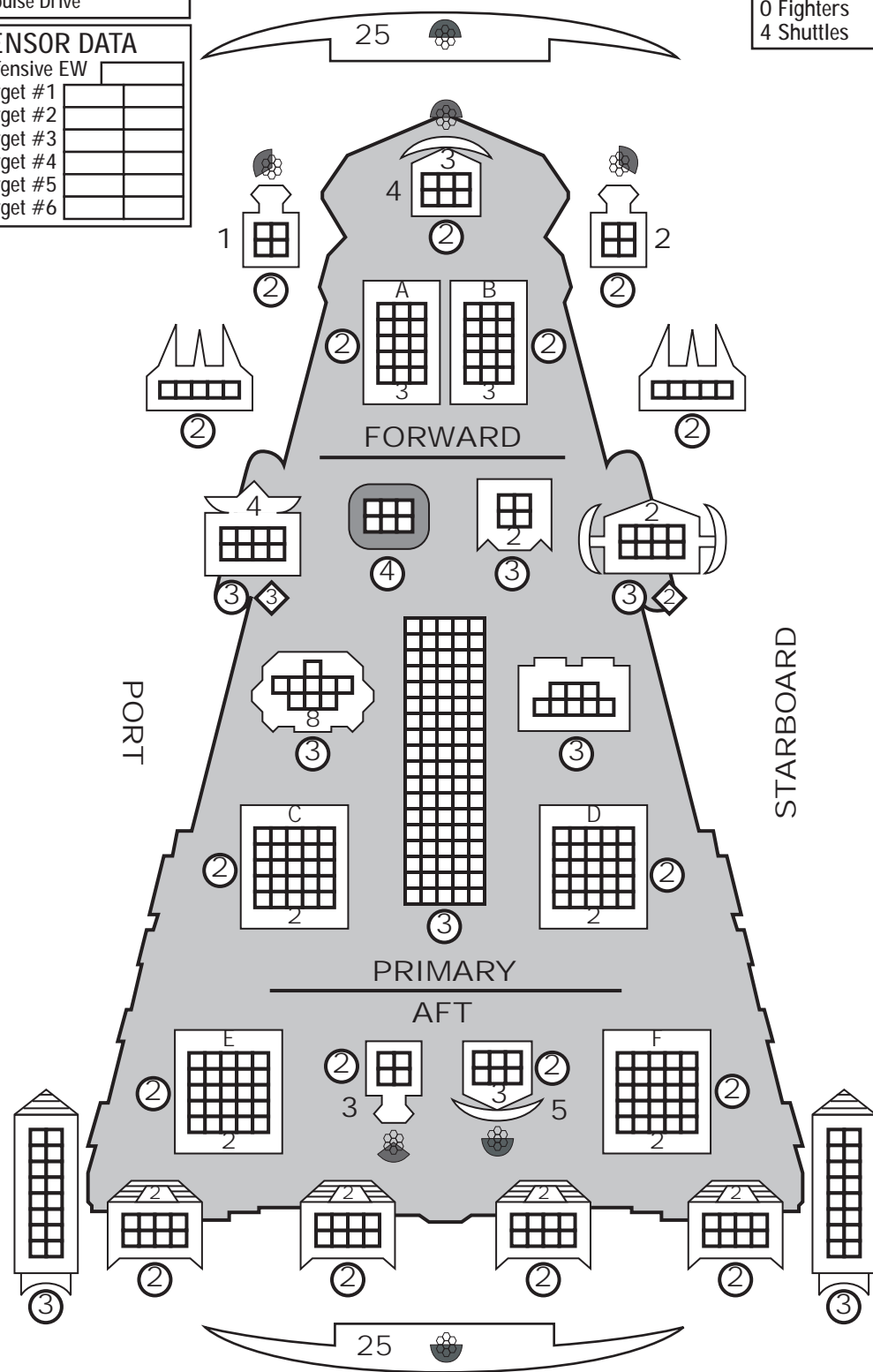
SPECS	Class: Medium Ship	MANEUVERING	Turn Cost: 1 x Speed	COMBAT STATS	Fwd/Aft Defense: 14
	In Service: 2329		Turn Delay: 1 x Speed		Stb/Port Defense: 15
	Point Value: 200		Accel/Decel Cost: 4 Thrust		Engine Efficiency: 4/1
	Ramming Factor: 90		Pivot Cost: 4+4 Thrust		Extra Power: 0
Warp Delay: 12 Turns	Roll Cost: 4+4 Thrust	Initiative Bonus: +4			
Speed	1 2 3 4 5 6 7 8 9 10 11 12				
Turn Cost	1 1 1 2 2 2 2 3 3 3 4 4 4				
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	
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
4 Shuttles

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



ICON RECOGNITION	
🚀	Impulse Thruster
⚡	C & C
📡	Sensors
⚙️	Engine
🔥	Reactor
🚪	Hangar
📦	Cargo
🛡️	Shield Generator
🛡️	Deflector Shield
🔫	Light Phaser