



Ferengi Tomax Bulk Freighter

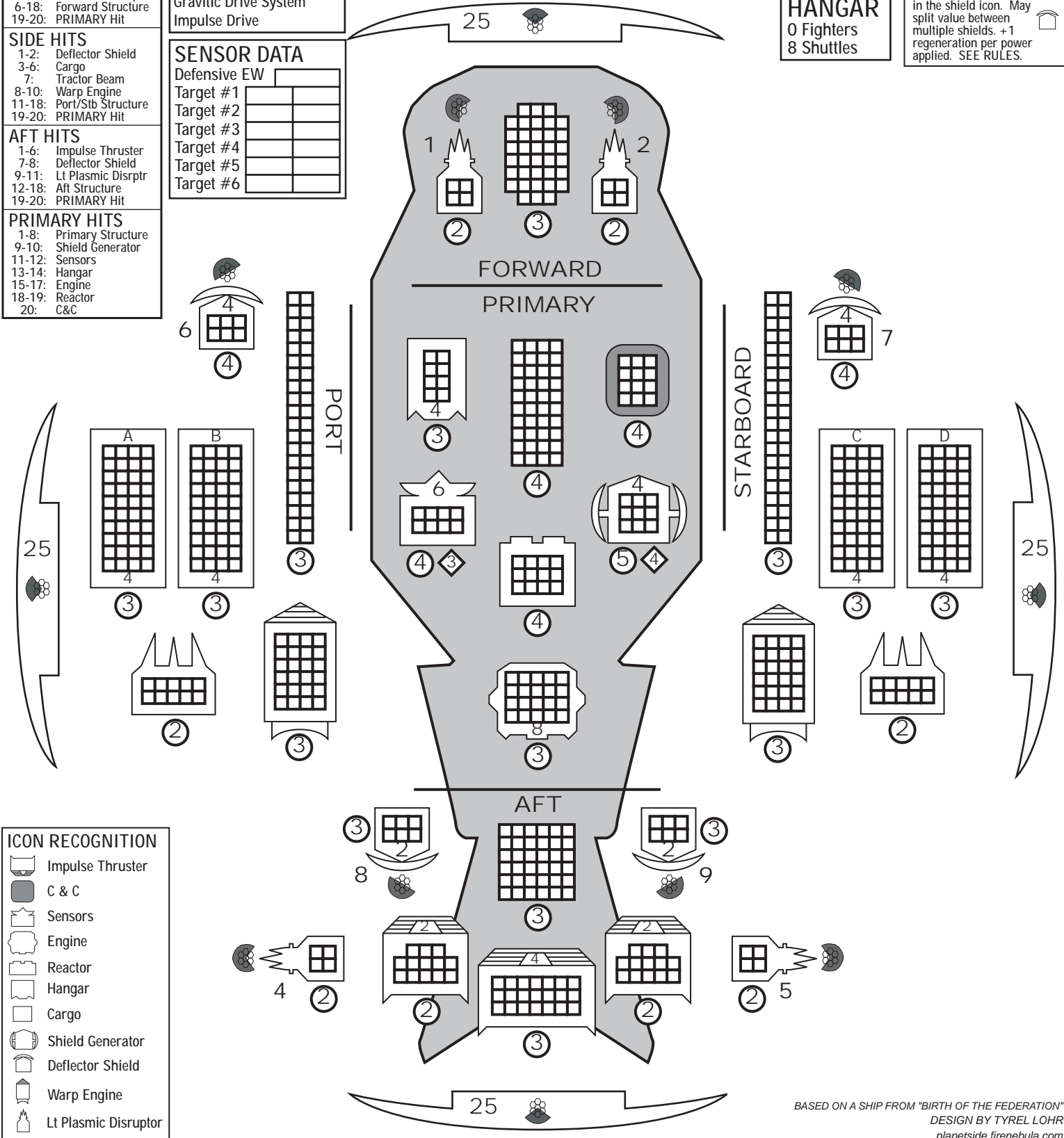
SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 1 x Speed		Fwd/Aft Defense: 15	
In Service: 2318		Turn Delay: 1 x Speed		Stb/Port Defense: 17	
Point Value: 275		Accel/Decel Cost: 4 Thrust		Engine Efficiency: 5/1	
Ramming Factor: 200		Pivot Cost: 3+3 Thrust		Extra Power: 0	
Warp Delay: 10 Turns		Roll Cost: 3+3 Thrust		Initiative Bonus: +0	
Speed	1 2 3 4 5 6 7 8 9 10 11 12				
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12				
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12				

WEAPON DATA	
Lt Plasmic Disruptor	
Class: Plasma	
Modes: Standard	
Damage: 2d10+2 (-1 per hex)	
Range Penalty: -2 per hex	
Fire Control: +2/+2/+2	
Intercept Rating: n/a	
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	
1-5:	Lt Plasmic Disruptor
6-18:	Forward Structure
19-20:	PRIMARY Hit
SIDE HITS	
1-2:	Deflector Shield
3-6:	Cargo
7:	Tractor Beam
8-10:	Warp Engine
11-18:	Port/Stb Structure
19-20:	PRIMARY Hit
AFT HITS	
1-6:	Impulse Thruster
7-8:	Deflector Shield
9-11:	Lt Plasmic Disruptor
12-18:	Aft Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-8:	Primary Structure
9-10:	Shield Generator
11-12:	Sensors
13-14:	Hangar
15-17:	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
8 Shuttles



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Shield Generator
	Deflector Shield
	Warp Engine
	Lt Plasmic Disruptor