



Klingon Plen zha Free Trader

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 12
In Service: 2238	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 165	Accel/Decel Cost: 5 Thrust	Engine Efficiency: 5/1
Ramming Factor: 40	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 9 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
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 Disruptor	⬠
Class: Molecular	
Mode: Standard	
Damage: 1d6+6	
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.	

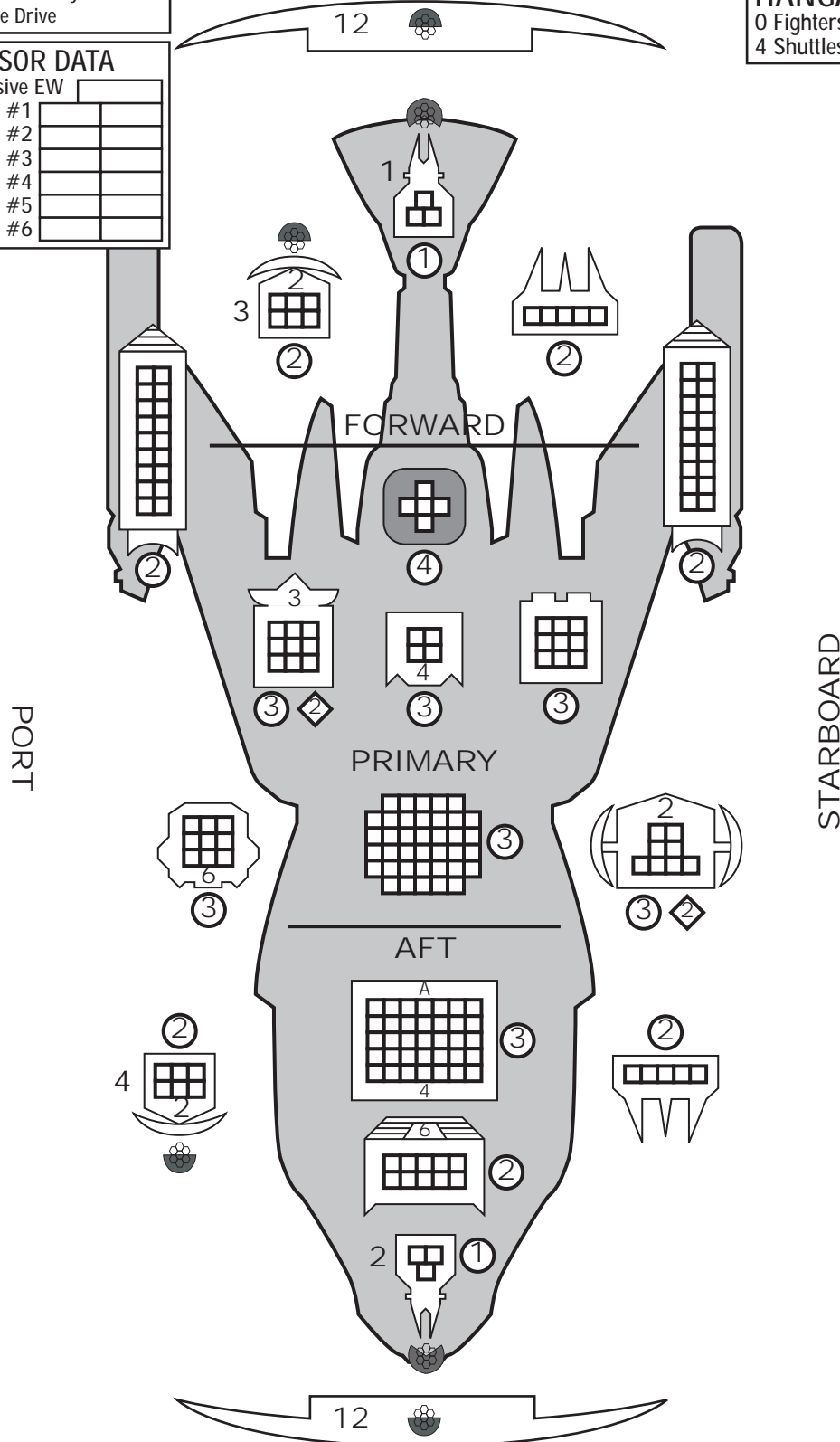


G-8 "Trader's Game"

FORWARD HITS	
1-3:	Deflector Shield
4-6:	Light Disruptor
7-8:	Tractor Beam
9-12:	Warp Engine
13-17:	Structure
18-20:	PRIMARY Hit
AFT HITS	
1-3:	Impulse Thruster
4-5:	Deflector Shield
6-7:	Light Disruptor
8-10:	Cargo
11-12:	Tractor Beam
13-17:	Structure
18-20:	PRIMARY Hit
PRIMARY HITS	
1-5:	Shield Generator
6-9:	Sensors
10-13:	Hangar
14-16:	Engine
17-18:	Reactor
19-20:	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



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