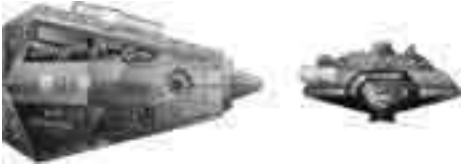


# Pakled Mondor Freighter



SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 12
In Service: 2345	Turn Delay: 2/3 Speed	Stb/Port Defense: 13
Point Value: 300	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 60	Pivot Cost: 2+2 Thrust	Extra Power: +2
Warp Delay: 12 Turns	Roll Cost: 2+2 Thrust	Initiative Penalty: -2
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA	
<b>Light Phaser Bank</b>	
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	
<b>Deflector Shield</b>	
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	
1-2:	Deflector Shield
3-4:	Light Phaser
5-7:	Cargo A/B
8-10:	Cargo C/D
11-17:	Structure
18-20:	PRIMARY Hit

AFT HITS	
1-5:	Impulse Thruster
6-7:	Deflector Shield
8-10:	Light Phaser
11-17:	Structure
18-20:	PRIMARY Hit

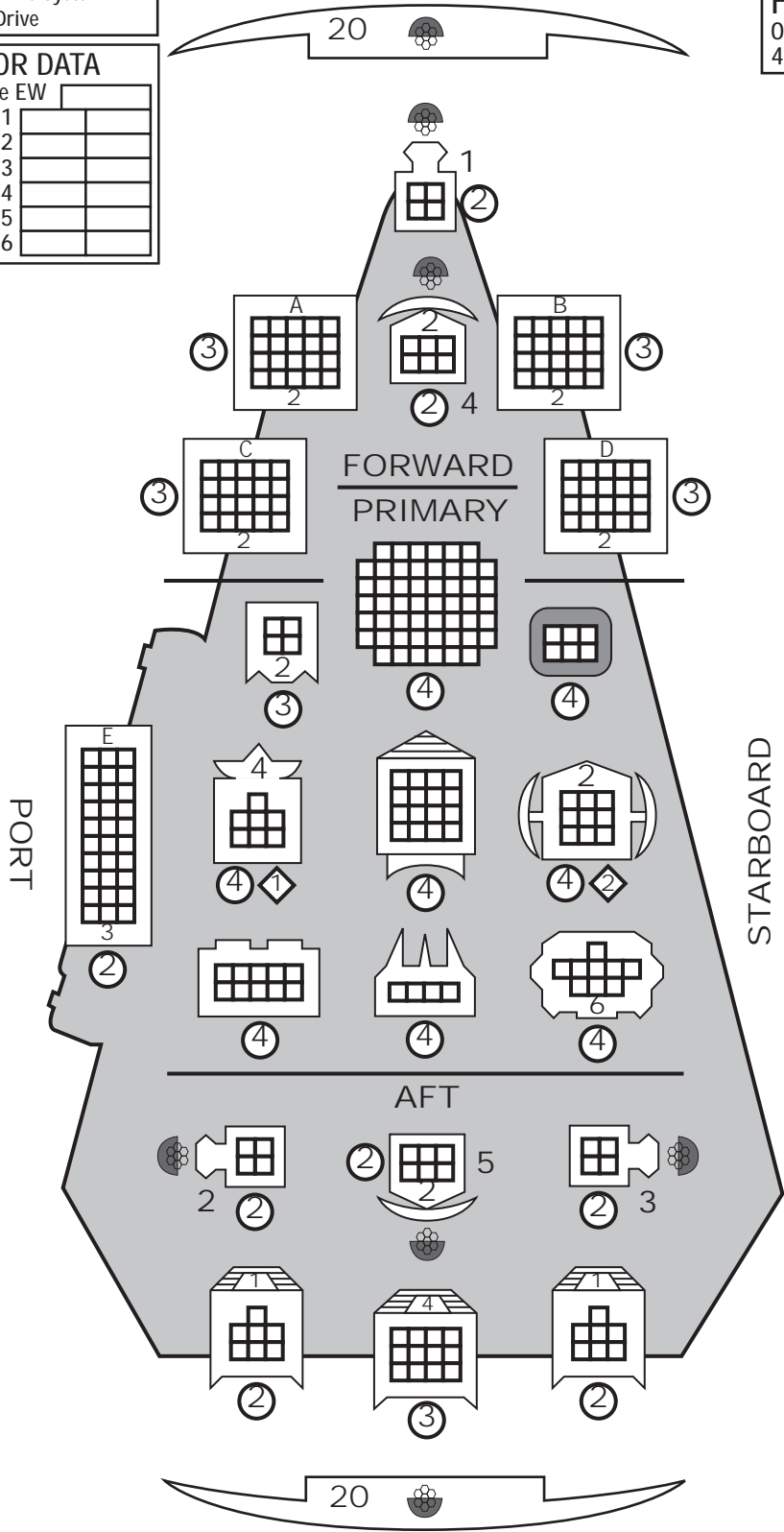
PRIMARY HITS	
1-5:	Warp Engine
6-8:	Cargo E
9-10:	Shield Generator
11:	Tractor Beam
12-13:	Sensors
14-15:	Hangar
16-17:	Engine
18-19:	Reactor
20:	C&C

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  
4 Shuttles



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