**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.

**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

**Pakled Mondor Freighter**

**MANEUVERING**

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<tr>
<th>Turn Cost</th>
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**SPECS**

Class: Medium Ship
In Service: 2345
Point Value: 300
Ramming Factor: 60
Warp Delay: 12 Turns

**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

**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
- Warp Engine
- Light Phaser

**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

**HANGAR**

- 0 Fighters
- 4 Shuttles

**OVERVIEW**

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

- **PRIMARY**
  - 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

**COMPATIBILITY**

- **FORWARD**
- **AFT**
- **PRIMARY**

**ICON RECOGNITION**

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

**COMPATIBILITY**

- **FORWARD**
- **AFT**
- **PRIMARY**

**DESIGN BY TYREL LOHR**

FireNetula.com
**Medium Disruptor**

Class: Molecular  
Mode: Standard  
Damage: 1d10+10  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+2/+2  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

**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.

**Light Phaser Bank**

Class: Molecular  
Mode: Standard  
Damage: 1d10+4  
Range Penalty: None  
Max Range: 35 hexes  
Fire Control: +3/+3/+3  
Intercept Rating: n/a  
Rate of Fire: 1 per turn

**Light Photon Torpedo**

Class: Ballistic + Antimatter  
Damage: X+10  
Max X: 10  
Range Penalty: None  
Max Range: 35 hexes  
Fire Control: +3/+1/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

**Pakled Sombar Battlecruiser**

**MANEUVERING**

Turn Cost: 2/3 Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 2/2/2/2 Thrust  
Roll Cost: 3/3 Thrust

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</table>

**HANGAR**

0 Fighters  
2 Shuttles

**SPECIAL NOTES**

Gravitic Drive System  
Impulse Drive

**SENSOR DATA**

Defensive EW  
Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6

**SPECIAL NOTES**

Gravitic Drive System  
Impulse Drive

**ICON RECOGNITION**

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Medium Disruptor
- Lt Photon Torpedo
- Light Phaser

**WEAPON DATA**

**Medium Disruptor**

Class: Molecular  
Mode: Standard  
Damage: 1d10+10  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+2/+2  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

**Light Photon Torpedo**

Class: Ballistic + Antimatter  
Mode: Standard  
Damage: 1d10+4  
Range Penalty: None  
Max Range: 35 hexes  
Fire Control: +3/+3/+3  
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.

**DESIGN BY TYREL LOHR**

FireNebula.com

Version 1: 2E/ST
**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.

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**Light Phaser Bank**

Class: Molecular
Mode: Standard
Damage: X+10
Max X: 10
Range Penalty: None
Max Range: 35 hexes
Fire Control: +3/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

**Assault Disruptor**

Class: Molecular
Mode: Standard
Damage: 2d10+8
Range Penalty: -1 per hex
Fire Control: +5/+3/+0
Extra Power: 0
Initiative Bonus: +10

**Light Photon Torpedo**

Class: Ballistic + Antimatter
Mode: Standard
Damage: X+10
Max X: 10
Range Penalty: None
Max Range: 35 hexes
Fire Control: +3/+1/-2
Intercept Rating: -2
Rate of Fire: 1 per 3 turns

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**Mondor Variant (Common)**

**SPECs**

Class: Medium Ship
In Service: 2351
Point Value: 375
Ramming Factor: 60
Warp Delay: 12 Turns

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**MANEUVERING**

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 2 Thrust
Roll Cost: 2+2 Thrust

**COMBAT STATS**

Fwd/Aft Defense: 12
Stb/Port Defense: 13
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +10

**HANGAR**

0 Fighters
4 Shuttles

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**SENSOR DATA**

Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

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**WEAPON DATA**

**Light Photon Torpedo**

Class: Ballistic + Antimatter
Mode: Standard
Damage: X+10
Max X: 10
Range Penalty: None
Max Range: 35 hexes
Fire Control: +3/+1/-2
Intercept Rating: -2
Rate of Fire: 1 per 3 turns

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**ICON RECOGNITION**

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Shield Generator
- Deflector Shield
- Warp Engine
- Assault Disruptor
- Lt Photon Torpedo
- Light Phaser

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**DESIGN BY TYREL LOHR**
FireNebula.com