



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	
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.	

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

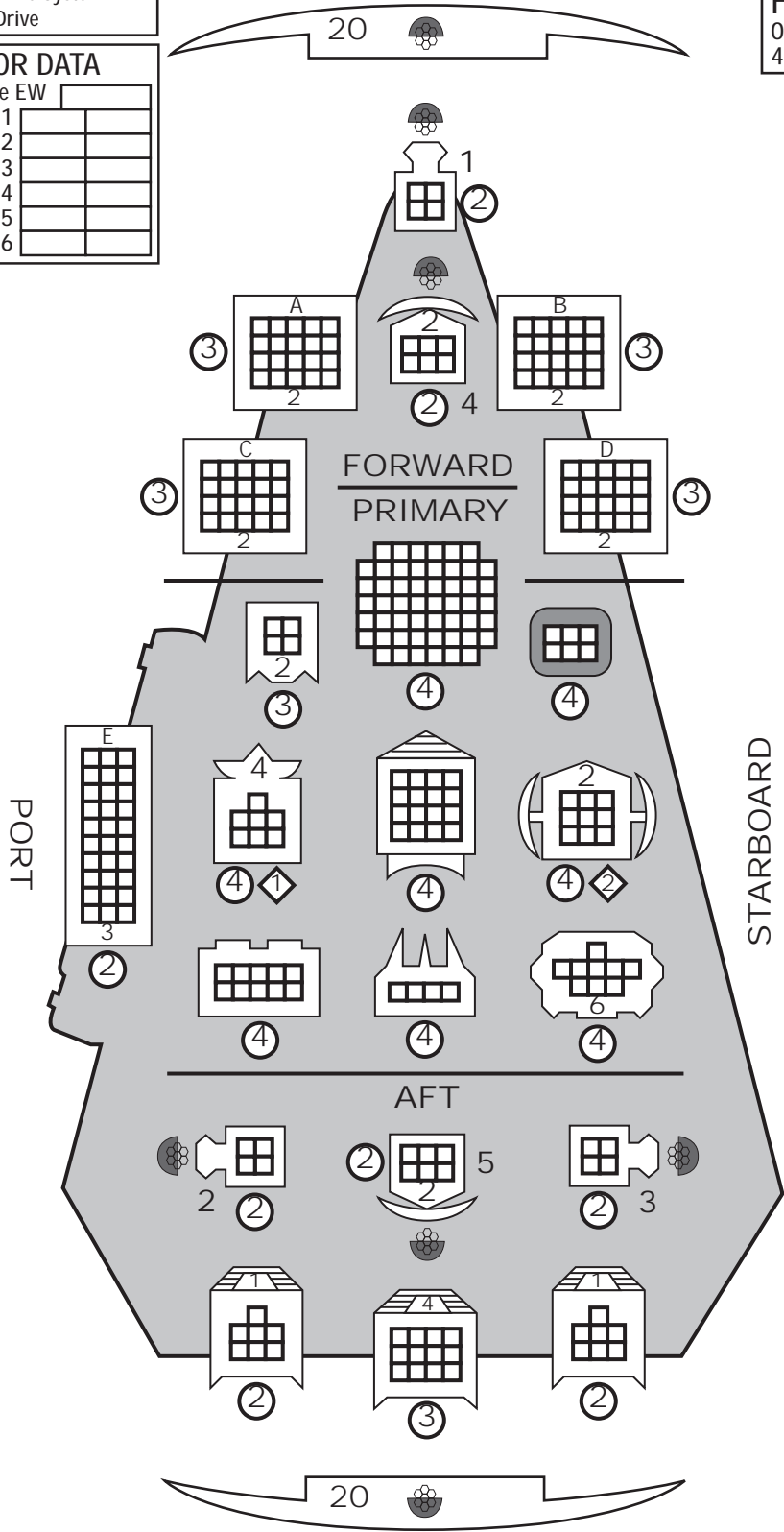
AFT HITS	
1-5:	Impulse Thruster
6-7:	Deflector Shield
8-10:	Light Phaser
11-17:	Structure
18-20:	PRIMARY Hit

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



Pakled Sombar Battlecruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 2350	Turn Delay: 1 x Speed	Stb/Port Defense: 18
Point Value: 430	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 160	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 12 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 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

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: 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
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.

FORWARD HITS
1-3: Deflector Shield
4-6: Medium Disruptor
7-9: Light Phaser
10-18: Forward Structure
19-20: PRIMARY Hit

SIOE HITS
1-4: Lt Photon Torpedo
5-6: Light Phaser
7-8: Warp Engine
9-18: Port/Stb Structure
19-20: PRIMARY Hit

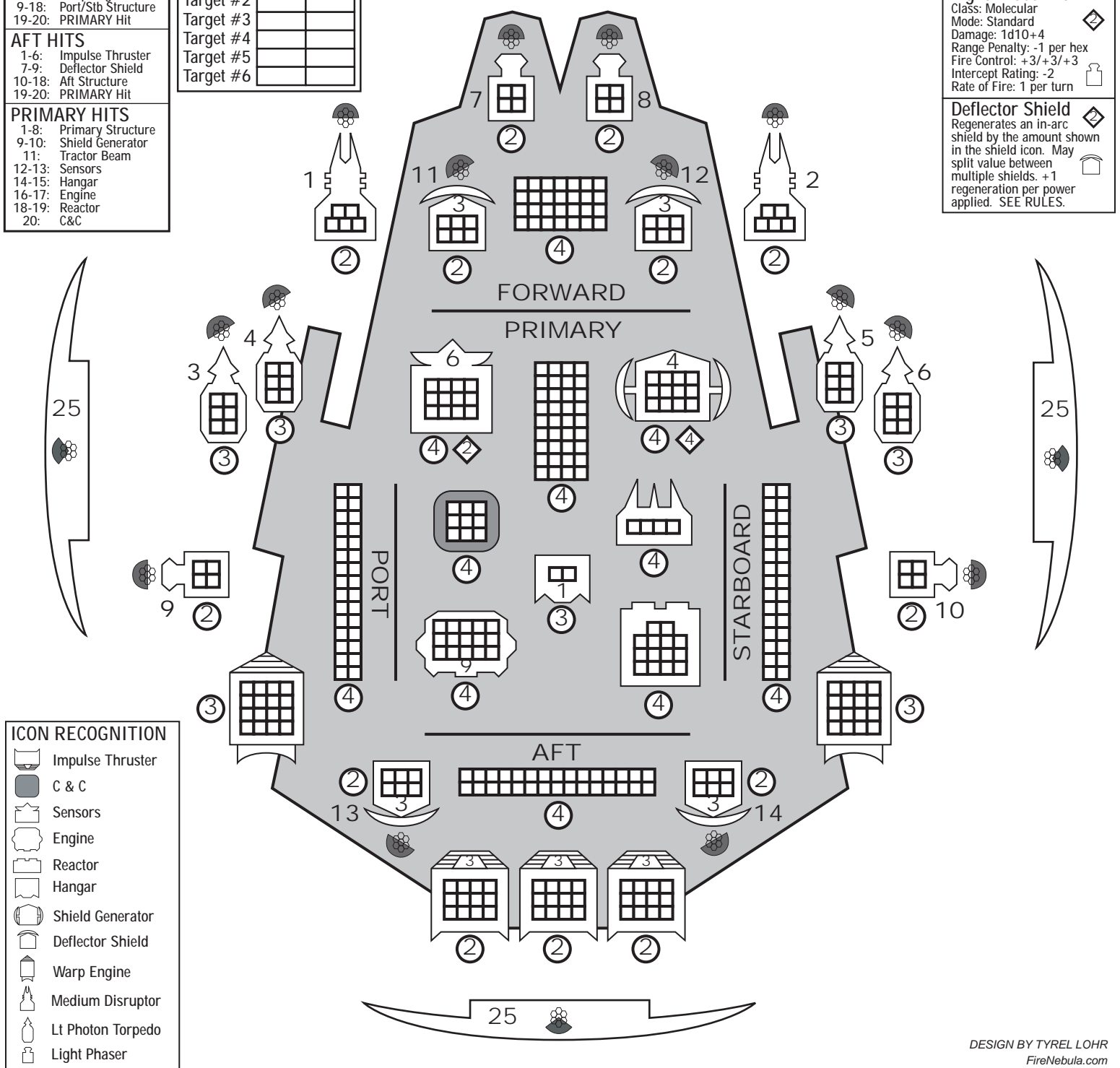
AFT HITS
1-6: Impulse Thruster
7-9: Deflector Shield
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Structure
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
2 Shuttles



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



Pakled Tondar Warship



SPECS		MANEUVERING		COMBAT STATS	
Class: Medium Ship		Turn Cost: 2/3 Speed		Fwd/Aft Defense: 12	
In Service: 2351		Turn Delay: 2/3 Speed		Stb/Port Defense: 13	
Point Value: 375		Accel/Decel Cost: 2 Thrust		Engine Efficiency: 3/1	
Ramming Factor: 60		Pivot Cost: 2+2 Thrust		Extra Power: 0	
Warp Delay: 12 Turns		Roll Cost: 2+2 Thrust		Initiative Bonus: +10	
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	
Assault Disruptor	
Class: Molecular	
Mode: Standard	
Damage: 2d10+8	
Range Penalty: -1 per hex	
Fire Control: +5/+3/+0	
Intercept Rating: -1	
Rate of Fire: 1 per 3 turns	
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: n/a	
Rate of Fire: 1 per 2 turns	
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.	

FORWARD HITS	
1-2:	Deflector Shield
3-4:	Light Phaser
5-7:	Cargo A/B
8-10:	Cargo C/D
11-17:	Structure
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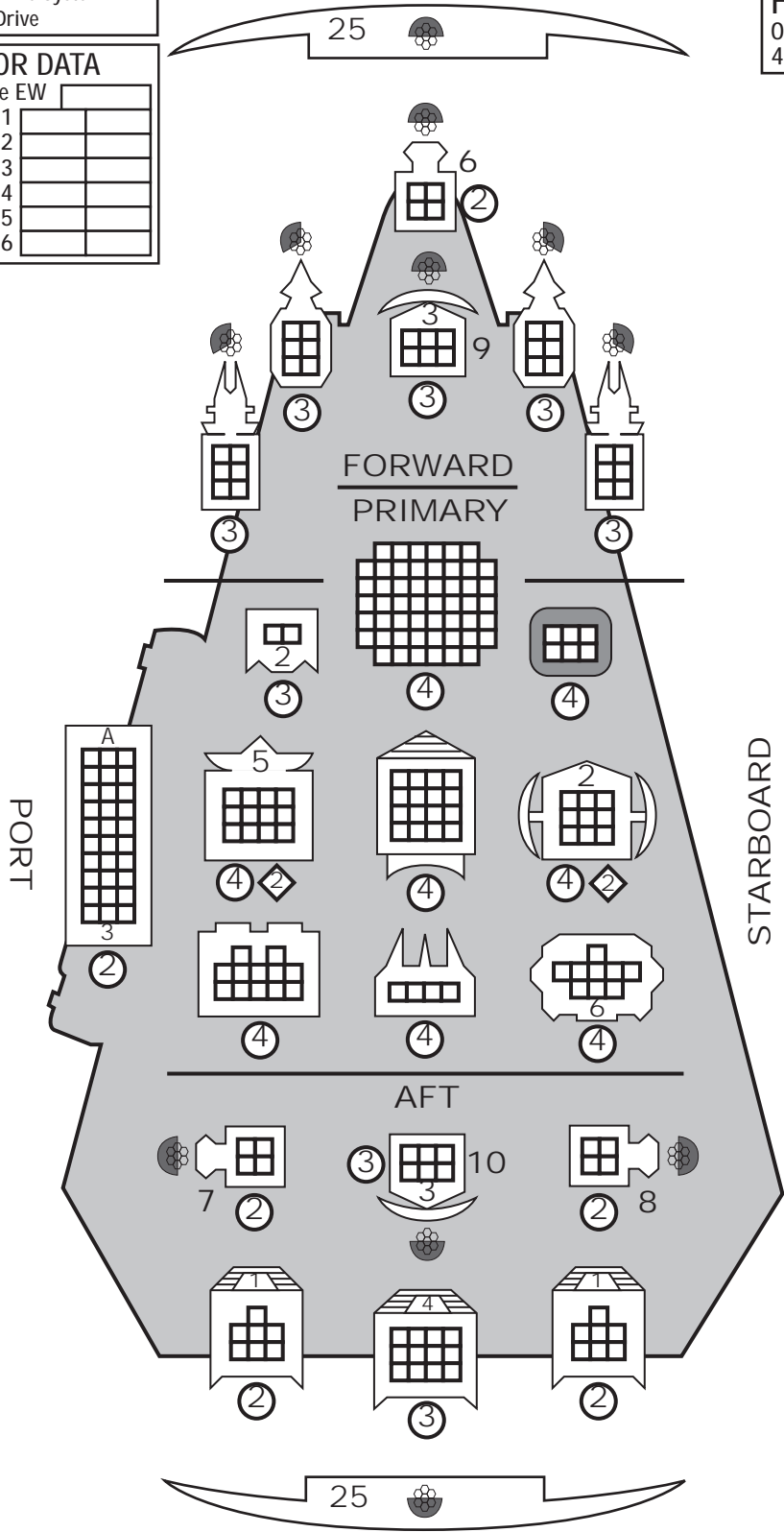
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PRIMARY HITS	
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SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	

SENSOR DATA	
Defensive EW	
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Target #2	
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Target #6	

HANGAR
0 Fighters
4 Shuttles



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