



Son'a Collector Ship

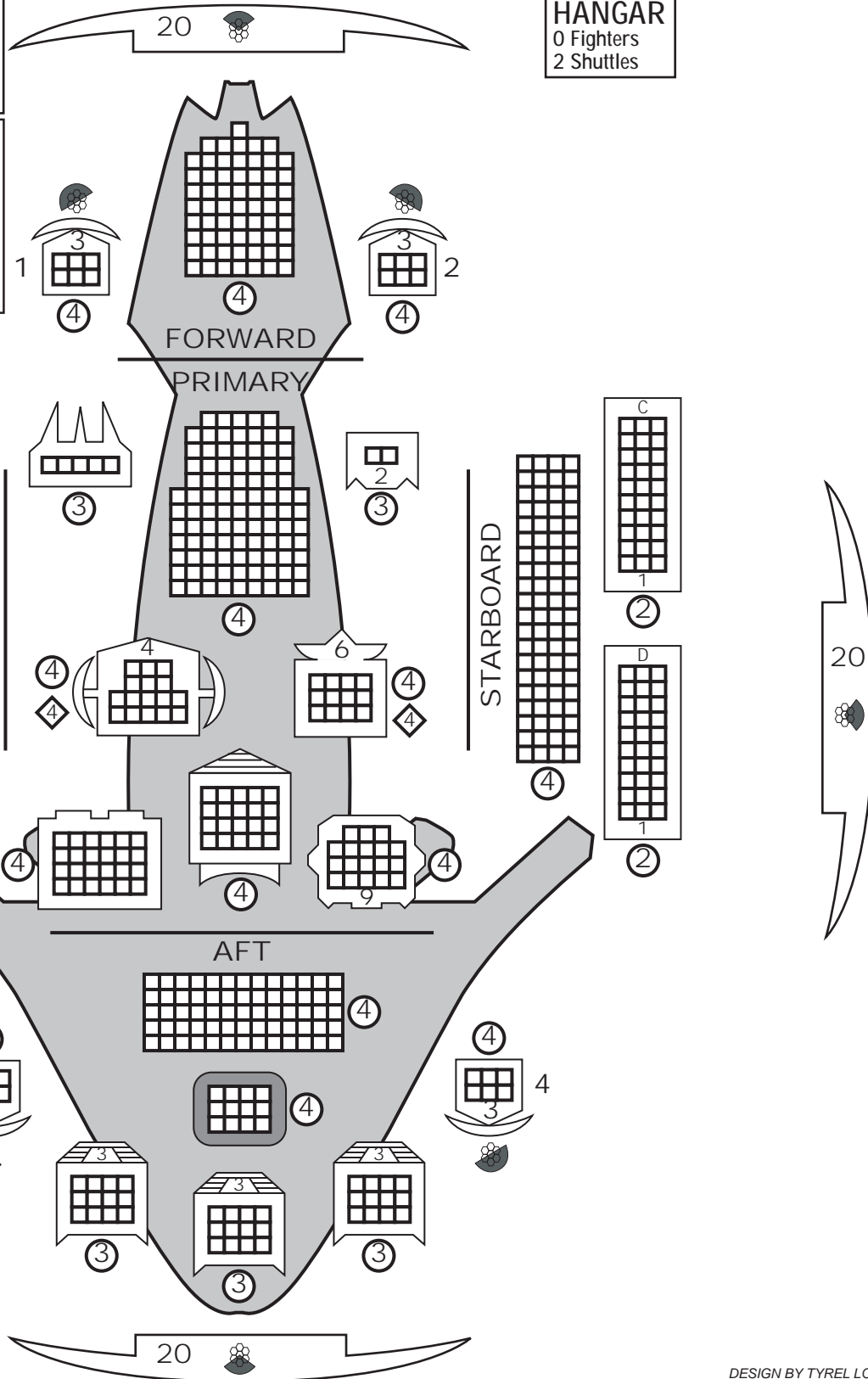
SPECS Class: Capital Ship In Service: 2370 Point Value: 180 Ramming Factor: 410 Warp Delay: 5 Turns	MANEUVERING Turn Cost: 1 x Speed Turn Delay: 1 x Speed Accel/Decel Cost: 4 Thrust Pivot Cost: 4+4 Thrust Roll Cost: 3+3 Thrust	COMBAT STATS Fwd/Aft Defense: 15 Stb/Port Defense: 19 Engine Efficiency: 4/1 Extra Power: +0 Initiative Penalty: -4
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 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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FORWARD HITS 1-4: Deflector Shield 5-18: Forward Structure 19-20: PRIMARY Hit
SIDE HITS 1-5: Cargo 6-18: Port/Stb Structure 19-20: PRIMARY Hit
AFT HITS 1-5: Impulse Thruster 6-8: Deflector Shield 9: C&C 10-18: Aft Structure 19-20: PRIMARY Hit
PRIMARY HITS 1-8: Primary Structure 9-11: Warp Engine 12: Tractor Beam 13: Shield Generator 14-15: Sensors 16: Hangar 17-18: Engine 19-20: Reactor

SPECIAL NOTES Restricted Deployment (10%) Gravitic Drive System Impulse Drive All side armor values are halved if sails are deployed	
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
Cargo