Name: _____ Counter: _____

Gemini Freighter

FORWARD HITS
1-3: Retro Thrust
4-5: Point Diverter
6-7: Turbolaser
8-10: Cargo A
11-13: Cargo B
14-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-4: Main Thrust
5-6: Point Diverter
7-8: Turbolaser
9-11: Cargo C
12-14: Cargo D
15-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-7: Port/Stb Thrust
8-9: Sensors
10-13: Engine
14-16: Hangar
17-19: Reactor
20: C&C

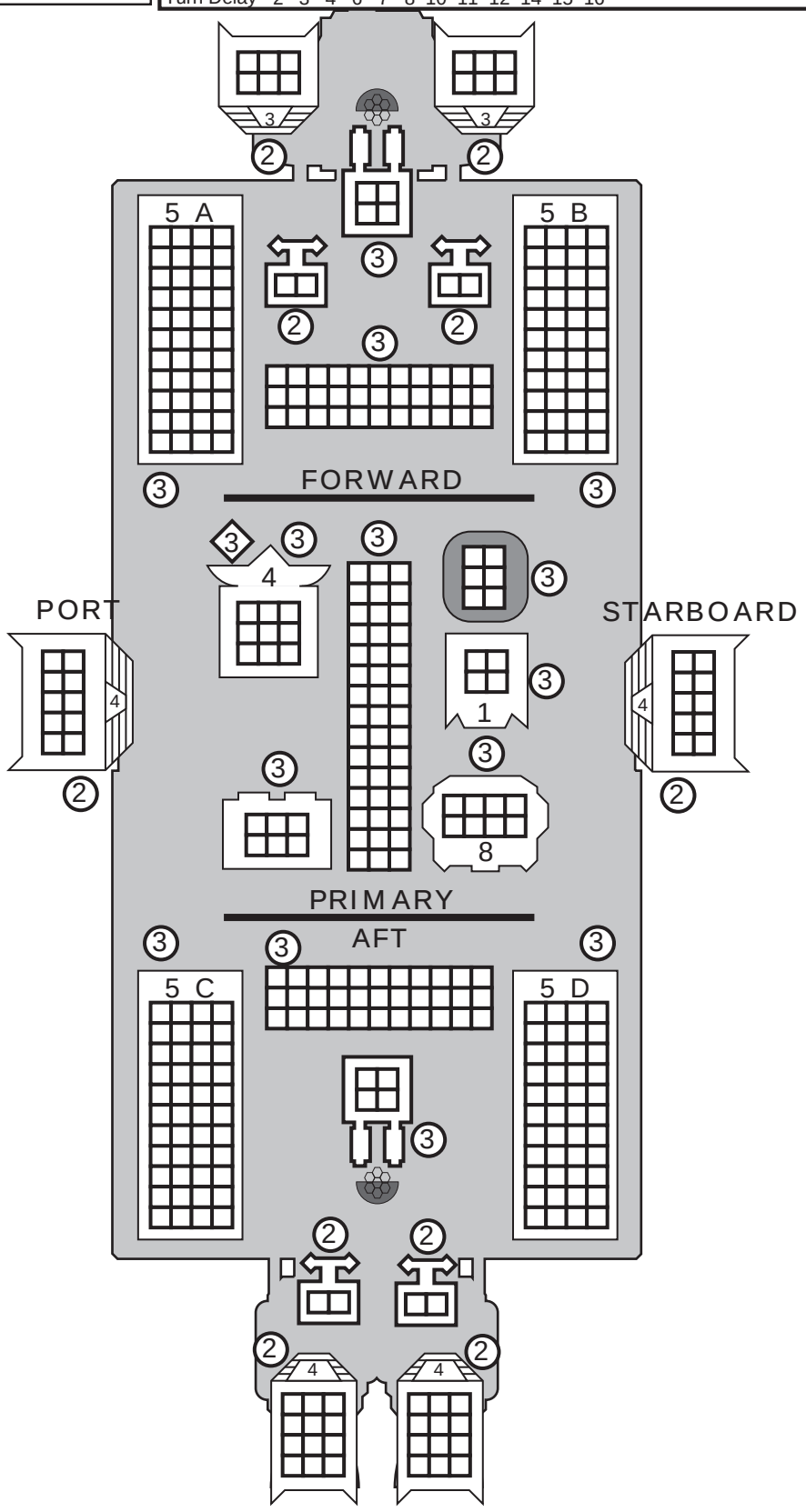
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

SPECS
Class:Hvy Combat Vsl
In Service: 1905
Point Value: 200
Ramming Factor:160
Jump Delay: N/A

MANEUVERING
Turn Cost: 4/3 Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 6 Thrust
Pivot Cost: N/A
Roll Cost: 5+5 Thrust

COMBAT STATS
Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: -4

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16



WEAPON DATA

Point Diverter ①
Each diverter on a section may be used to force a single volley that hits that section to re-roll it's hit location once per turn.

Turbolaser Battery ①
Class: Laser
Mode: Standard
Number of Guns: 2 (Linked)
Damage: 1d10+2
Range Penalty: -1 per hex
Fire Control: +3/+4/+5
Intercept Rating: n/a
Rate of Fire: 1 per turn

ICON RECOGNITION
C & C
Sensors
Reactor
Hangar
Engine
Thruster
Turbolaser
Cargo
Point Diverter
Turbolaser

HANGAR
4 Shuttles: Thrust: 4
Armor: 1 Defense: 10/12