	4	5	6	7	8	9	10	
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10								10
	4	5	6	7	8	9	10	

REGISTRY:	**MUTZACHAN**	**SIZE:**	**5**
CLASS	**ELECTRON**	**TYPE:**	**SCOUT**

Mutzachan: Mutzachan's don't believe in containing power. By making a successful Engineering check with a difficulty of 11 at a Battlestation in an Engine module (or remotely to Battlestation in an Engine module) a crew member can transfer any amount of power from one ship system to another ship system. Note that an enemy who hacks a battlestation in an Engine module can do the same thing! Referees may opt to ignore this ability for game balance. Mutzachan ships always start the round with one extra point of power (allocated as the engineer sees fit).

	4	5	6	7	8	9	10	
4								4
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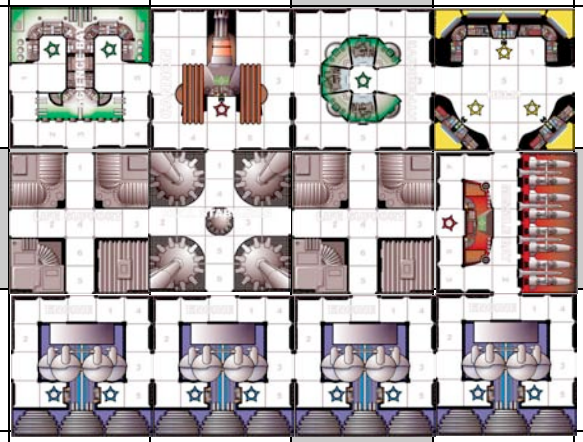
6								6
7								7
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	4	5	6	7	8	9	10	

REGISTRY:	**MUTZACHAN**	**SIZE:**	**6**
CLASS	**NEUTRON**	**TYPE:**	**FRIGATE**

Mutzachan: Mutzachan's don't believe in containing power. By making a successful Engineering check with a difficulty of 11 at a Battlestation in an Engine module (or remotely to Battlestation in an Engine module) a crew member can transfer any amount of power from one ship system to another ship system. Note that an enemy who hacks a battlestation in an Engine module can do the same thing! Referees may opt to ignore this ability for game balance. Mutzachan ships always start the round with one extra point of power (allocated as the engineer sees fit).

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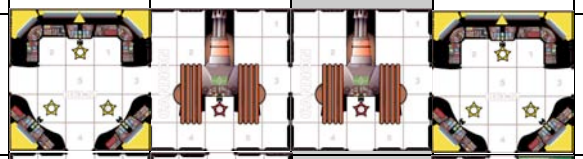
5								5
6								6
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10								10
	4	5	6	7	8	9	10	

REGISTRY:	**MUTZACHAN**	**SIZE:**	**7**
CLASS	**PROTON**	**TYPE:**	**DESTROYER**

Mutzachan: Mutzachan's don't believe in containing power. By making a successful Engineering check with a difficulty of 11 at a Battlestation in an Engine module (or remotely to Battlestation in an Engine module) a crew member can transfer any amount of power from one ship system to another ship system. Note that an enemy who hacks a battlestation in an Engine module can do the same thing! Referees may opt to ignore this ability for game balance. Mutzachan ships always start the round with one extra point of power (allocated as the engineer sees fit).

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	4	5	6	7	8	9	10	

REGISTRY:	**MUTZACHAN**	**SIZE:**	**8**
CLASS	**FUSION CATALYST**	**TYPE:**	**CRUISER**

Mutzachan: Mutzachan's don't believe in containing power. By making a successful Engineering check with a difficulty of 11 at a Battlestation in an Engine module (or remotely to Battlestation in an Engine module) a crew member can transfer any amount of power from one ship system to another ship system. Note that an enemy who hacks a battlestation in an Engine module can do the same thing! Referees may opt to ignore this ability for game balance. Mutzachan ships always start the round with one extra point of power (allocated as the engineer sees fit).

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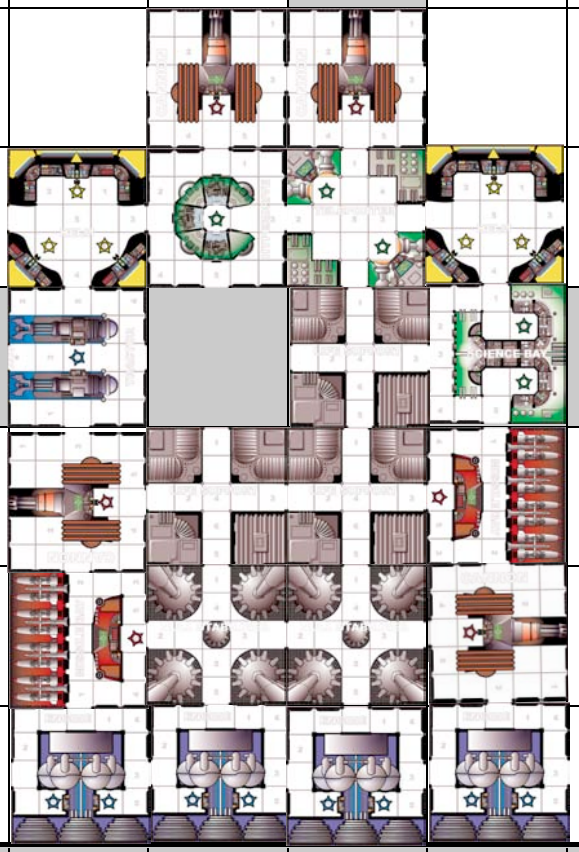
	4	5	6	7	8	9	10	



REGISTRY:	**MUTZACHAN**	**SIZE:**	**9**
CLASS	**SUPERNOVA**	**TYPE:**	**DREADNOUGHT**

Mutzachan: Mutzachan's don't believe in containing power. By making a successful Engineering check with a difficulty of 11 at a Battlestation in an Engine module (or remotely to Battlestation in an Engine module) a crew member can transfer any amount of power from one ship system to another ship system. Note that an enemy who hacks a battlestation in an Engine module can do the same thing! Referees may opt to ignore this ability for game balance. Mutzachan ships always start the round with one extra point of power (allocated as the engineer sees fit).