



Version 1: 2E/

Name: _____

Counter: _____

Ch'Lonas Lo'Fahra Attack Frigate

SPECS

Class: Medium Ship
In Service: 2209
Point Value: 330
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 13
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +13

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

SENSOR REFIT

System	2209	2230
Sensor Rating	4	5

HANGAR

0 Fighters
1 Shuttles: Thrust: 4
Armor: 1 Defense: 8/9

WEAPON DATA

Matter Cannon

Class: Matter
Modes: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Tactical Laser

Class: Laser
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light Matter Cannon

Class: Matter
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+3/-1
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Assault Laser

Class: Laser
Modes: Raking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

SIDE HITS

1-5: Port/Stb Thrust
6-7: Lt Matter Cannon
8-9: Tactical Laser
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Fwd/Aft Thrust
9-10: Matter Cannon
11-12: Lt Particle Beam
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Agile Ship
Special Hull Arrangement
(No Fwd/Aft Hits)

SENSOR DATA

Defensive EW

Target #1

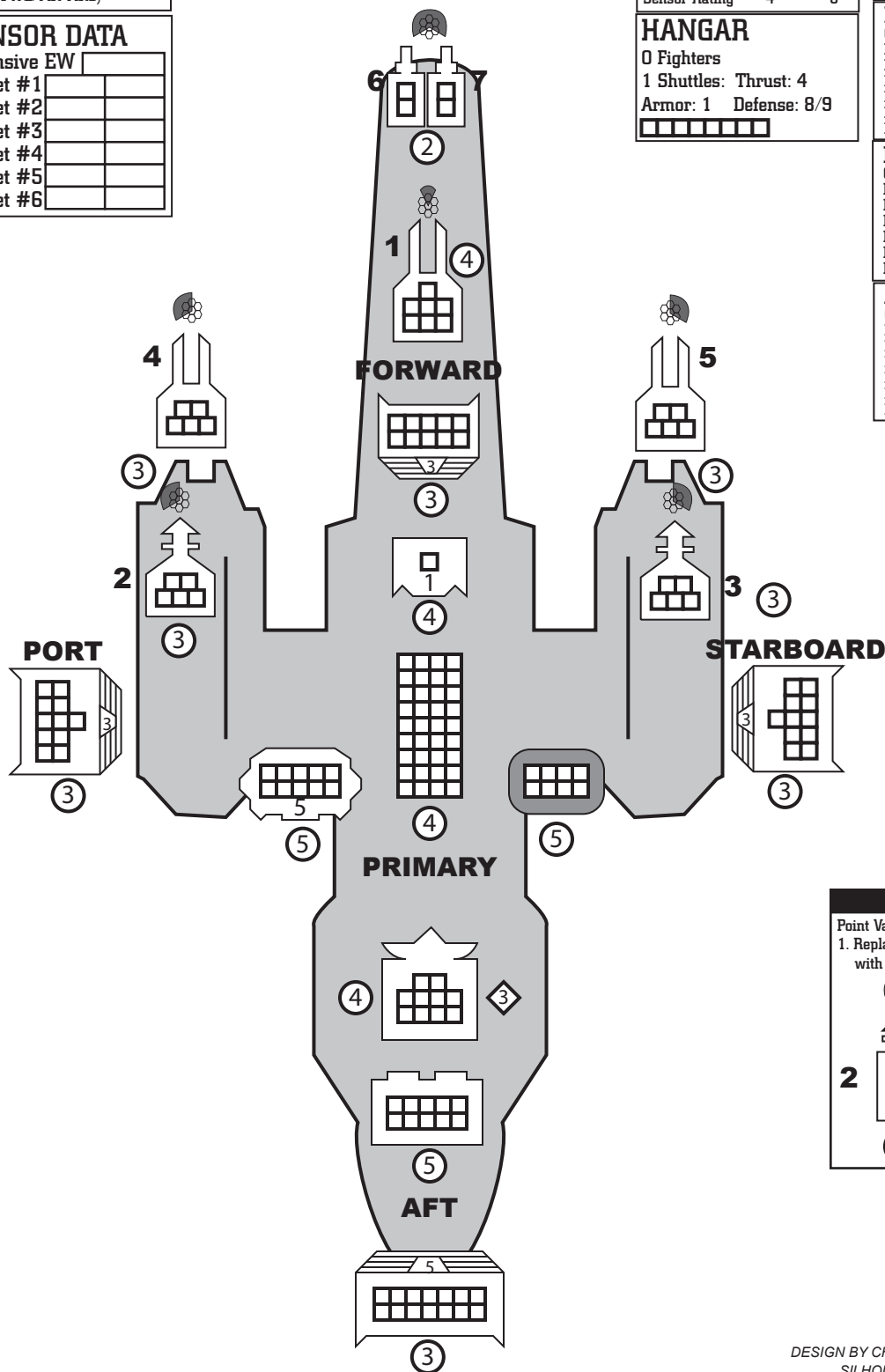
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Matter Cannon
- Tactical Laser
- Assault Laser
- Lt. Matter Cannon
- Lt Particle Beam

2230 Refit

Point Value: 375

1. Replace Tactical Laser 2 and 3 with Assault Laser 2 and 3.

