

Name: \_\_\_\_\_ Counter: \_\_\_\_\_

# Iel Lacero Patrol Frigate

SPECS	MANEUVERING												COMBAT STATS											
Class: Capital Ship	Turn Cost: 2/3 Speed												Fwd/Aft Defense: 16											
In Service: 2220	Turn Delay: 1/3 Speed												Stb/Port Defense: 16											
Point Value: 625	Accel/Decel Cost: 5 Thrust												Engine Efficiency: 5/1											
Ramming Factor: 190	Pivot Cost: 4+4 Thrust												Extra Power: 0											
Jump Delay: 36 Turns	Roll Cost: 4+4 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	1	1	2	2	2	3	3	3	4	4	4												

**SIDE HITS**  
 1-5:Port/Stbd Thrust  
 6-7:Particle Shear  
 8-9:Ionc Laser  
 10-11:Heavy Ionc Laser  
 12-18:Port/Stbd Structure  
 19-20:PRIMARY HIT

**PRIMARY HITS**  
 1-5:Primary Structure  
 6-7:Hangar  
 8-9:Retro/ Main Thrust  
 10-11:Defense Shield Generator  
 12-13:Jump Engine  
 14-15:Engines  
 16-17:Sensors  
 18-19:Reactor  
 20:C&C

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

**SPECIAL NOTES**  
 Special Hull Arrangement  
 (No Fwd/Aft Hits)

## WEAPON DATA

**Heavy Ionic Laser**  
 Class: Ion + Laser  
 Mode: Raking  
 Damage: 5d10+7  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +5/+3/-5  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

**Ionc Laser**  
 Class: Ion+Laser  
 Modes: Raking  
 Damage: 3d10+8  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+2/-3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

**Particle Shear**  
 Class: Particle  
 Mode: Standard  
 Damage: 1d10+8  
 Range Penalty: -2 per hex  
 Fire Control: +1/+2/+4  
 Intercept Rating: -2  
 Rate of Fire: 2 per turn  
 Special: Ignores fighter armour.

**Defence Shield Generator**  
 Absorbs up to 100 points of damage while active. Must be de-activated for 1 turn to re-charge. See rules.

**DEFENCE SHIELD**  
 (100)

**HANGAR**  
 0 Fighters  
 2 Shuttles: Thrust: 4  
 Armor: 0 Defense: 10/10

## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Defence Shield Generator
- Heavy Ionic Laser
- Ionc Laser
- Particle Shear

