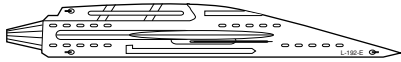


Name: _____ Counter: _____

Sh'Lassan Veltar Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Med Combat Vsl	Turn Cost: 1/2 x Speed	Fwd/Aft Defense: 11
In Service: 2234	Turn Delay: 1/2 x Speed	Stb/Port Defense: 11
Point Value: 325?	Accel/Decel Cost: 1Thrust	Engine Efficiency: 2/1
Ramming Factor: 50	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1+1Thrust	Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	



Artist's Impression: SLS Vkarra, Armak-class frigate on patrol near the Sh'Lassan Prime station. Note the preserved EarthForce registry marking at the bow.



WEAPON DATA	
Lt 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	
Gauss Cannon	◆
Class: Matter	
Modes: Standard	
Damage: 1d10+10	
Range Penalty: -1 per hex	
Fire Control: +2/+1/-3	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	

HIT LOCATION CHARTS

FORWARD HITS

- 1 - 6: Retro Thruster
- 7 - 8: Gauss Cannon
- 9 - 10: Lt Particle Beam
- 11 - 17: Structure
- 18 - 20: PRIMARY HIT

AFT HITS

- 1 - 6: Main Thruster
- 7 - 8: Lt Particle Beam
- 9: Engine
- 10 - 17: Structure
- 18 - 20: PRIMARY HIT

PRIMARY HITS

- 1 - 10: Port/Stbd Thruster
- 11 - 13: Cargo
- 14 - 16: Sensors
- 17: Hangar
- 18 - 19: Reactor
- 20: C&C

SPECIAL NOTES

Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

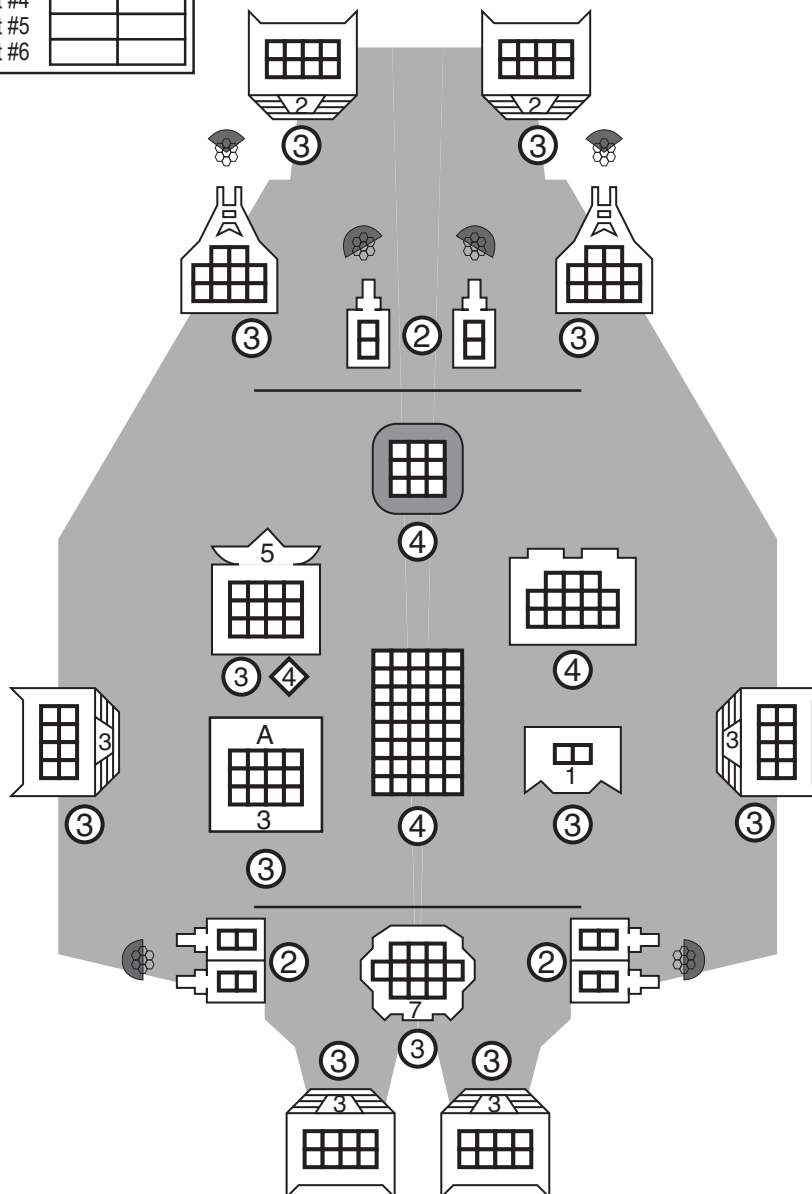
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Gauss Cannon
- Light Particle Beam

HANGAR

0 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10

