



Jem'Hadar Attack Ships (3)

SPECS

Class: Lt. Combat Vsl
In Service:
Point Value: 400 each
Ramming Factor: 40
Warp Delay: 6 Turns

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 10
Sth/Port Defense: 11
Engine Efficiency: 1/1
Extra Power: 0
Initiative Bonus: +14

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	1	2	2	2	2	3	3	3	3

WEAPON DATA

Phased Polaron Beam

PRIMARY MODE
Class: Molecular
Mode: Standard
Damage: 2d10+14
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/+1
Intercept Rating: -1
Rate of Fire: 1 per turn
SECONDARY MODE
Class: Molecular
Mode: Standard
Damage: 1d10+8
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -1
Rate of Fire: 2 per turn
Special: Both Modes. Divide damage into two sub-volleys; one is scored as normal, the second ignores all shields.

Deflector Shield

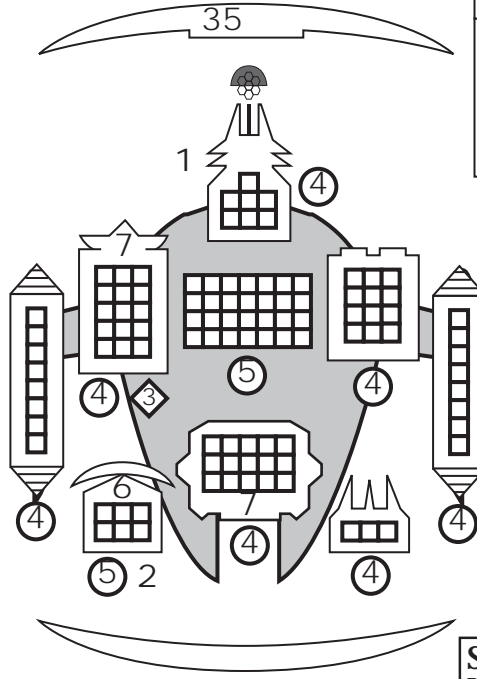
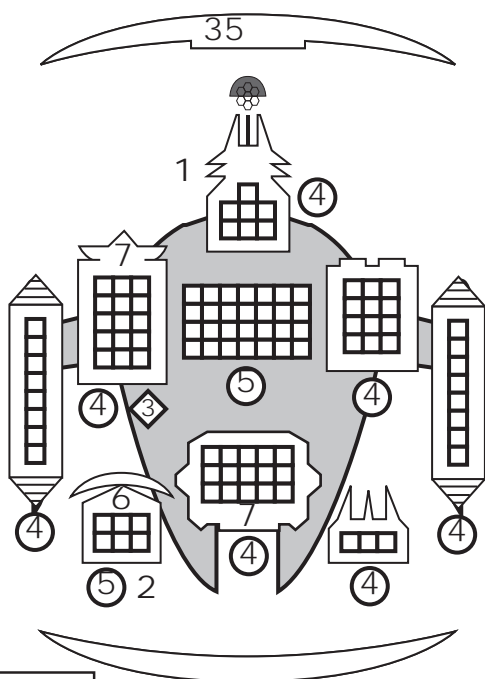
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied.

HIT LOCATIONS

1-10: Structure
11-12: Polaron Beam
13-14: Warp Engine
15: Tractor Beam
16-17: Drive
18: Reactor
19: Control
20: Deflector Shield

SPECIAL NOTES

Agile Ship
Enhanced Transporters
Atmospheric Capable
+2 Ramming Bonus
Gravitic Drive System
Impulse Drive



SENSOR DATA

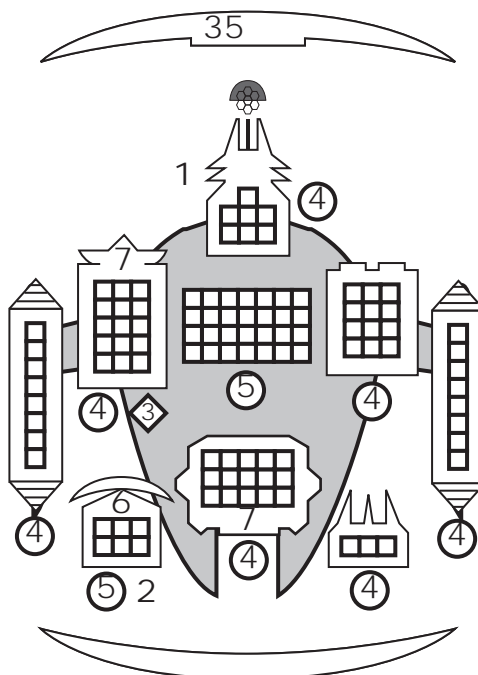
Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
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SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
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Target #6	

ICON RECOGNITION

Control
 Drive
 Reactor
 Deflector Shield
 Warp Engine
 Phased Polaron Beam