



Jem'Hadar Attack Ships (4)

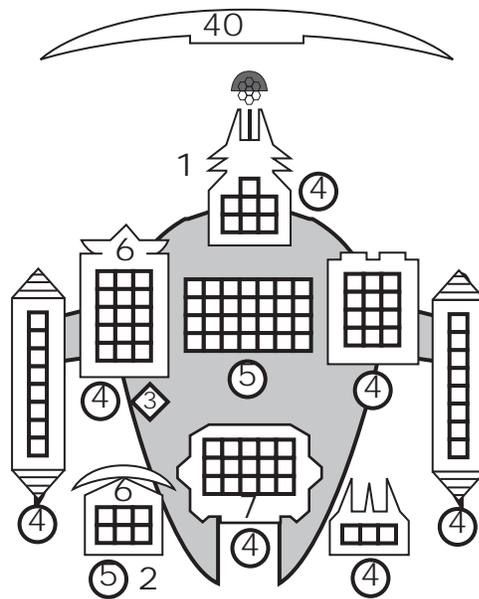
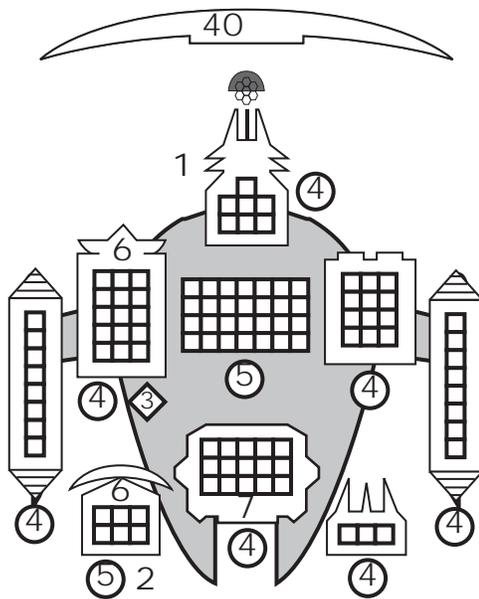
SPECS		MANEUVERING		COMBAT STATS	
Class: Lt. Combat Vsl		Turn Cost: 1/3 Speed		Fwd/Aft Defense: 10	
In Service:		Turn Delay: 1/4 Speed		Stb/Port Defense: 11	
Point Value: 300 each		Accel/Decel Cost: 1 Thrust		Engine Efficiency: 1/1	
Ramming Factor: 40		Pivot Cost: 1 Thrust		Extra Power: 0	
Warp Delay: 6 Turns		Roll Cost: 1 Thrust		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	
Class: Molecular	
Mode: Raking	
Damage: 2d10+14	
Range Penalty: -1 per 2 hexes	
Fire Control: +4/+3/+2	
Intercept Rating: -1	
Rate of Fire: 1 per 2 turns	
Special: Divide damage into two sub-volleys; one is scored as normal, the second ignores all shields. Both are part of the same raking volley.	
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

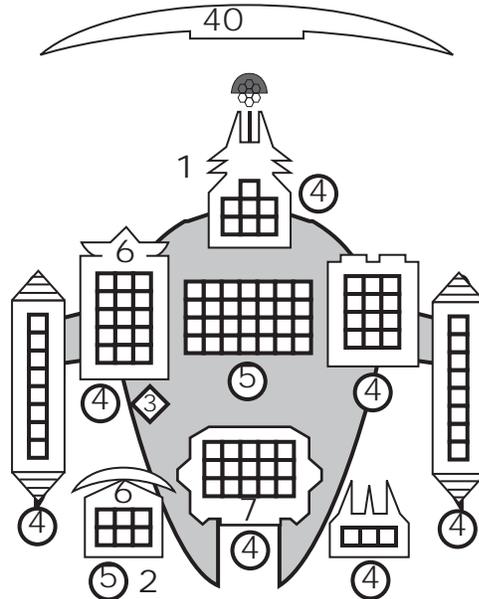
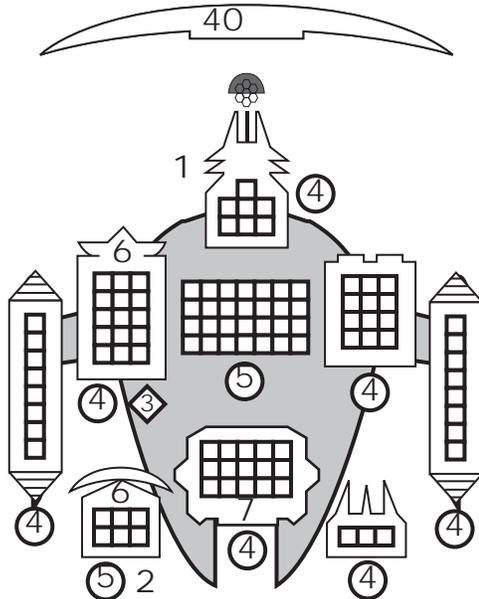
SPECIAL NOTES	
Agile Ship	
Enhanced Transporters	
Atmospheric Capable	
+2 Ramming Bonus	
Gravitic Drive System	
Impulse Drive	

SENSOR DATA	
Defensive EW	<input type="checkbox"/>
Target #1	<input type="checkbox"/>
Target #2	<input type="checkbox"/>
Target #3	<input type="checkbox"/>
Target #4	<input type="checkbox"/>
Target #5	<input type="checkbox"/>
Target #6	<input type="checkbox"/>



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ICON RECOGNITION	
	Control
	Drive
	Reactor
	Deflector Shield
	Warp Engine
	Phased Polaron Beam