



Federation Loknar Frigate

SPECS

Class: Hvy Combat Vsl
 In Service: 2242
 Point Value: 500
 Ramming Factor: 110
 Warp Delay: 7 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
 Stb/Port Defense: 13
 Engine Efficiency: 2/1
 Extra Power: +8
 Initiative Bonus: +7

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	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Intermediate Phaser
 Class: Molecular
 Mode: R (8), S
 Damage: 2d10+4
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+2/+1
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns
Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4

Light Phaser
 Class: Molecular
 Mode: Standard
 Damage: 1d10+4
 Range Penalty: -1 per hex
 Fire Control: +3/+2/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

Early Photon Torpedo
 Class: Ballistic + Antimatter
 Mode: Standard
 Damage: X+10
 Max X: 10
 Range Penalty: -1 per 3 hexes
 Max Range: 30 hexes
 Fire Control: +2/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Light Photon Torpedo
 Class: Ballistic + Antimatter
 Mode: Standard
 Damage: X+10
 Max X: 15
 Range Penalty: -1 per 4 hexes
 Max Range: 40 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

HANGAR

0 Fighters
 2 Shuttles

SHIELD CHART

Shield Capacity	Max Absorb
55 - 43	28
42 - 29	21
28 - 15	14
14 - 0	7

SIDE HITS

- 1-3: Impulse Thruster
- 4-5: Deflector Shield
- 6-7: Photon Torpedo
- 8-10: Intermediate Phaser
- 11-13: Warp Engine
- 14-18: Port/Stb Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Structure
- 9: Tractor Beam
- 10-11: Shield Generator
- 12-13: Sensors
- 14-15: Hangar
- 16-17: Engine
- 18-19: Reactor
- 20: C&C

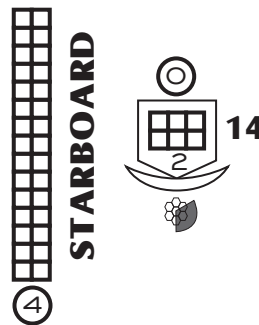
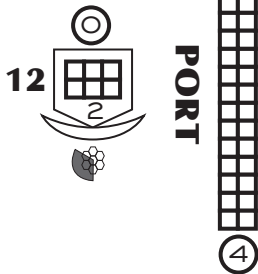
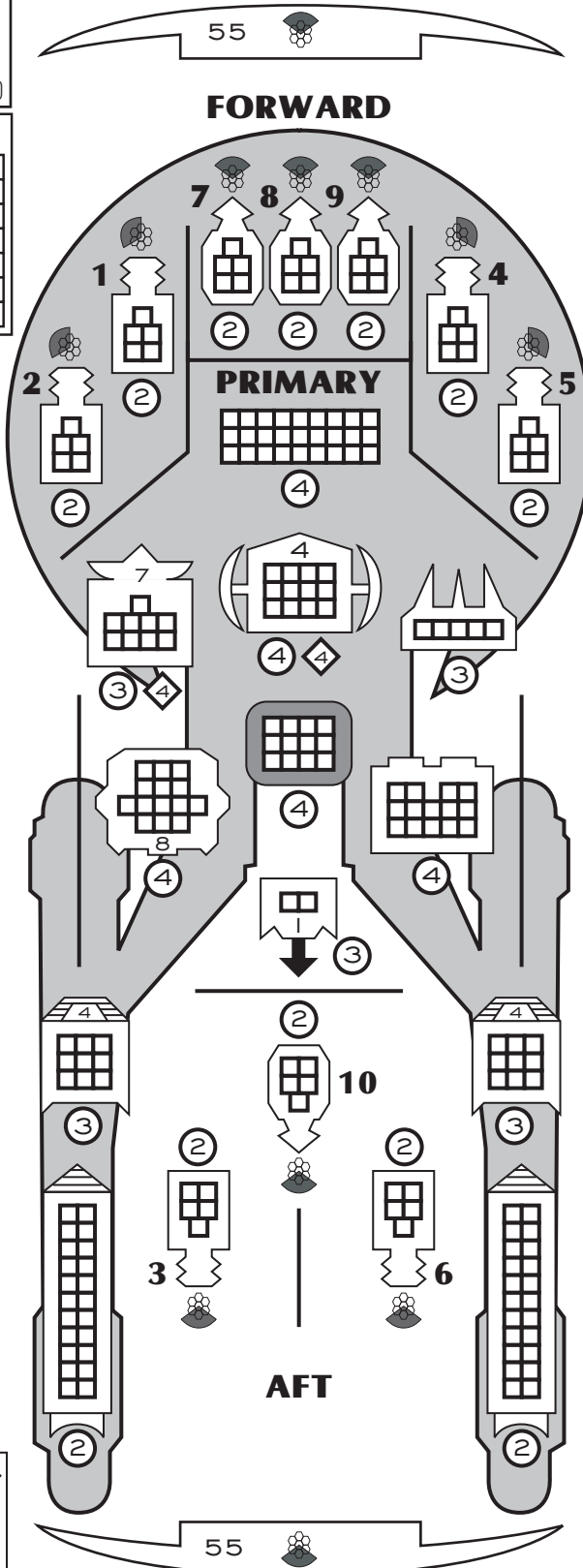
Note: Photon Torpedoes are part of both side sections.

SPECIAL NOTES

Gravitic Drive System
 Impulse Drive
 Special Hull Arrangement
 (No Fwd/Aft Hits or Struct)

SENSOR DATA

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



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Tractor Beam
- Intermediate Phaser
- Light Phaser
- Early Photon Torpedo
- Light Photon Torpedo

Deflector Shield
 Subtract Shield Factor from any damage scored through arc. Shield projections only absorb damage if a functional Deflector Shield is in arc.

SHIELD CHART

Shield Capacity	Max Absorb
60 - 46	30
45 - 31	23
30 - 16	15
15 - 0	8

2264 Refit

Point Value: 525
LIGHT PHOTON TORPEDO
 Replace all Early Photon Torpedoes with Light Photon Torpedoes. All arcs and armor values remain unchanged.

2270 Refit

(includes 2264 refit)
 Point Value: 550
 1. Replace Warp Engines with engines shown to left.
 2. Extra Power: +10
 3. Increase capacity of all shield projections to 60.

