



Andorian Tamar Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship In Service: 2108 Point Value: 225 Ramming Factor: 40 Warp Delay: 13 Turns	Turn Cost: 1/3 Speed Turn Delay: 1/3 Speed Accel/Decel Cost: 1 Thrust Pivot Cost: 1+1 Thrust Roll Cost: 1+1 Thrust	Fwd/Aft Defense: 12 Stb/Port Defense: 10 Engine Efficiency: 1/1 Extra Power: 0 Initiative Bonus: +12
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 2 2 2 3 3 3 4 4 4	

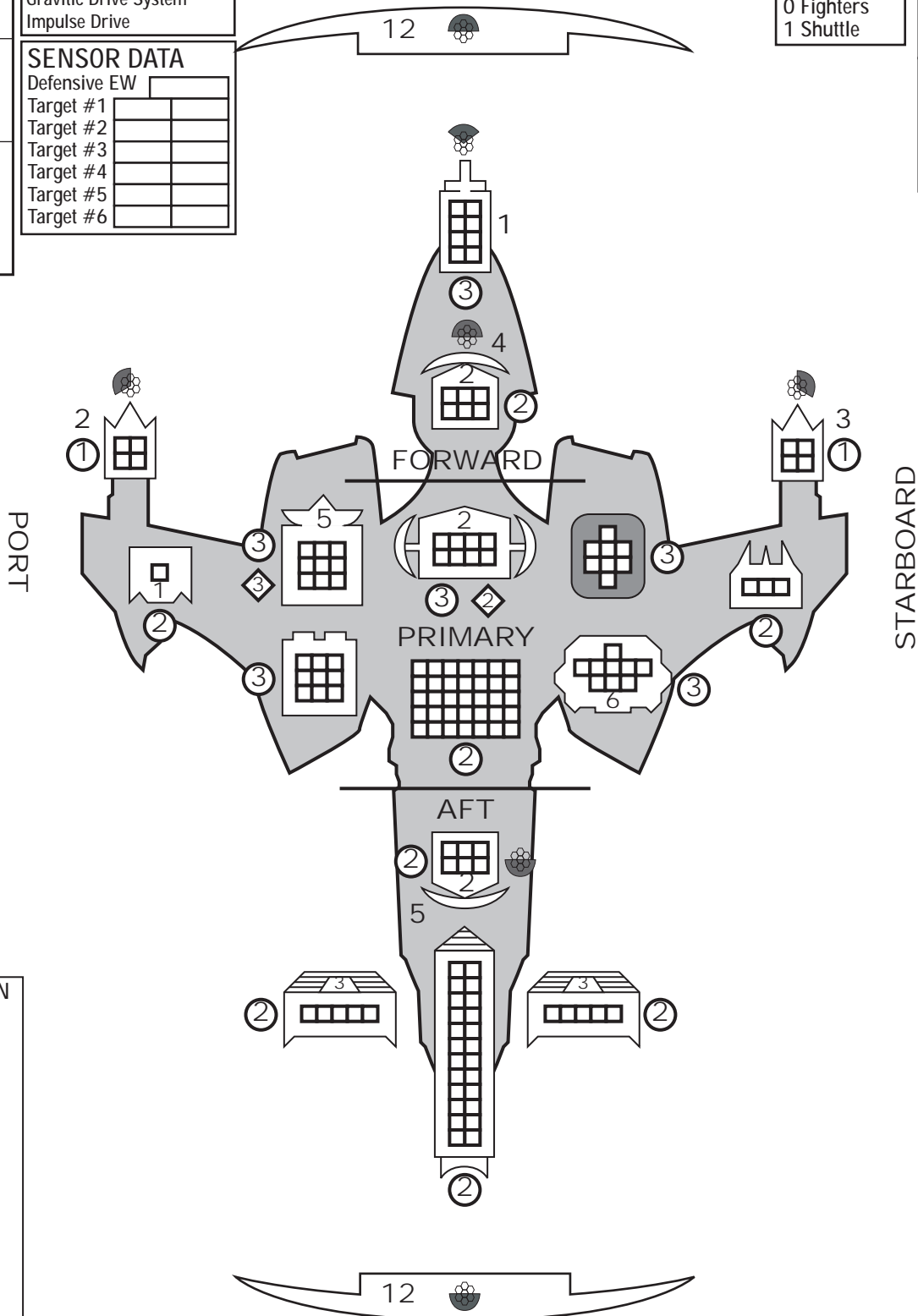
WEAPON DATA	
Particle Cannon	◆
Class: Particle Modes: Raking Damage: 2d10+15 Range Penalty: -1 per 2 hexes Fire Control: +5/+4/+2 Intercept Rating: -1 Rate of Fire: 1 per 2 turns	
Light Plasma Cannon	◆
Class: Plasma Modes: Standard Dmg: 2d10+2 (-1 per 2 hexes) Range Penalty: -1 per hex Fire Control: +3/+1/-5 Intercept Rating: n/a Rate of Fire: 1 per 2 turns	
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. SEE RULES.	

FORWARD HITS
1-2: Deflector Shield 3-4: Particle Cannon 5-7: Lt Plasma Cannon 8-16: Structure 17-20: PRIMARY Hit
AFT HITS
1-3: Impulse Thruster 4-5: Deflector Shield 6-11: Warp Engine 12-16: Structure 17-20: PRIMARY Hit
PRIMARY HITS
1-4: Tractor Beam 5-8: Shield Generator 9-11: Sensors 12-13: Hangar 14-16: Engine 17-18: Reactor 19-20: C&C

SPECIAL NOTES
Antiquated Sensors Gravitic Drive System Impulse Drive

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

HANGAR
0 Fighters
1 Shuttle



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Particle Cannon
	Lt Plasma Cannon