

Federation Chimera Fast Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 2310	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value: 400	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 120	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 4 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
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 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA	
Medium Phaser Bank	
Class: Molecular	Mode: R, S
Damage: 3d10+5	Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+2	Intercept Rating: -2
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

FORWARD HITS	
1-2:	Deflector Shield
3-6:	Medium Phaser
7-18:	Forward Structure
19-20:	PRIMARY Hit

SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	

AFT HITS	
1-3:	Impulse Thrust
4-5:	Deflector Shield
6:	Light Phaser
7-12:	Warp Engine
13-18:	Aft Structure
19-20:	PRIMARY Hit

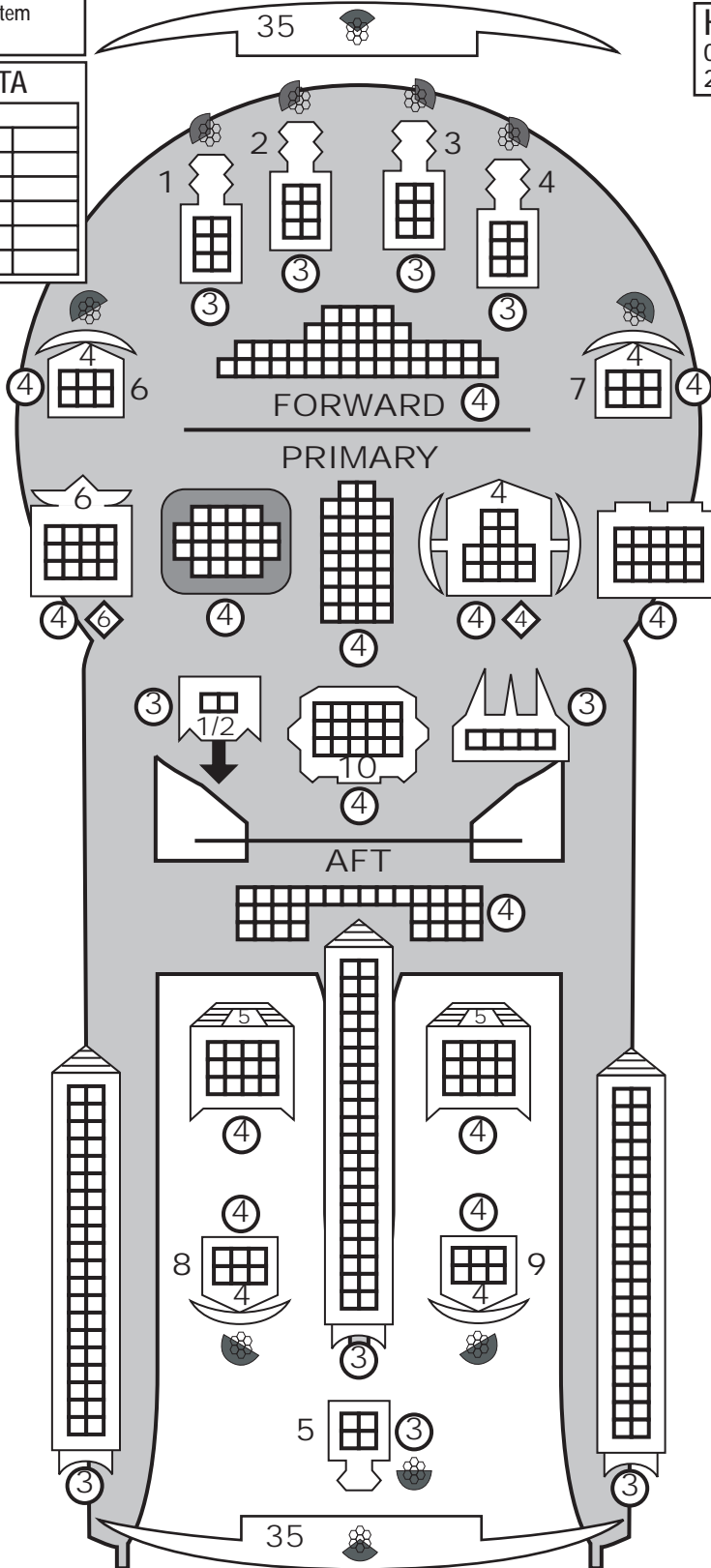
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

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

HANGAR	
0 Fighters	
2 Shuttles	

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

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.	



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Medium Phaser
	Light Phaser