

Klingon Th'lar Escort Frigate

SPECS

Class: Hvy Combat Vsl
 In Service: 2250
 Point Value: 330
 Ramming Factor: 100
 Warp Delay: 8 Turns

MANEUVERING

Turn Cost: 2/3 Speed
 Turn Delay: 2/3 Speed
 Accel/Decel Cost: 2 Thrust
 Pivot Cost: 2+2 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 14
 Engine Efficiency: 4/1
 Extra Power: 0
 Initiative Bonus: +8

WEAPON DATA

Assault Disruptor
 Class: Molecular
 Mode: Standard
 Damage: 2d10+8
 Range Penalty: -1 per hex
 Fire Control: +5/+3/+0
 Intercept Rating: -1
 Rate of Fire: 1 per 3 turns

Light Disruptor
 Class: Molecular
 Mode: Standard
 Damage: 1d6+6
 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.

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

- FORWARD HITS**
 1-3: Deflector Shield
 4-6: Assault Disruptor
 7-9: Light Disruptor
 10-18: Forward Structure
 19-20: PRIMARY Hit
- AFT HITS**
 1-4: Impulse Thruster
 5-6: Deflector Shield
 7-9: Light Disruptor
 10-18: Aft Structure
 19-20: PRIMARY Hit
- PRIMARY HITS**
 1-6: Primary Structure
 7-10: Warp Engine
 11-12: Shield Generator
 13: Tractor Beam
 14-15: Sensors
 16: Hangar
 17-18: Engine
 19: Reactor
 20: C&C

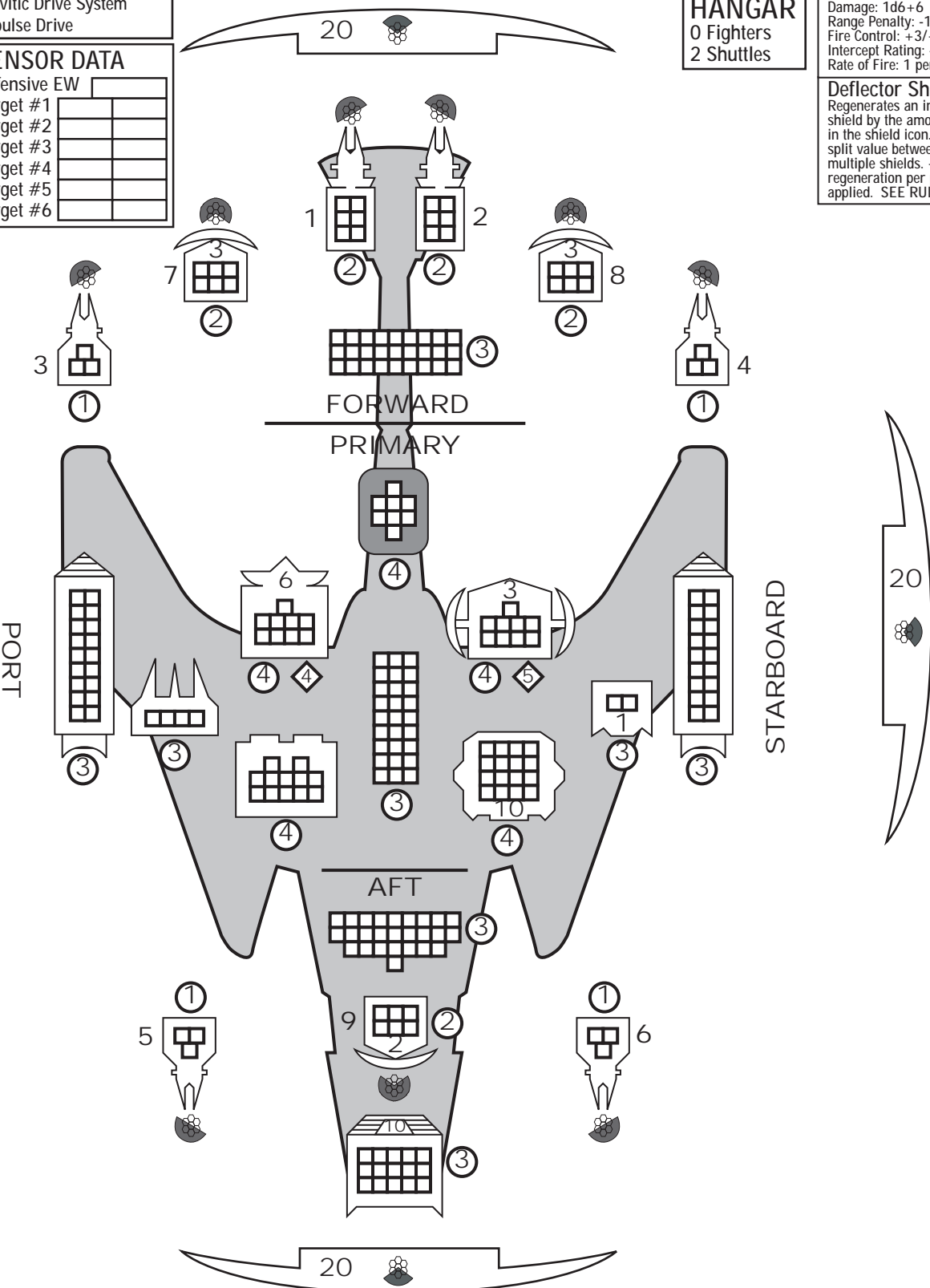
SPECIAL NOTES
 Gravitic Drive System
 Impulse Drive

SENSOR DATA

Defensive EW

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

HANGAR
 0 Fighters
 2 Shuttles



- ICON RECOGNITION**
- Impulse Thruster
 - C & C
 - Sensors
 - Engine
 - Reactor
 - Hangar
 - Shield Generator
 - Deflector Shield
 - Warp Engine
 - Assault Disruptor
 - Light Disruptor