



Klingon Vor'Sal Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: 2271	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 340	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 55	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 10 Turns	Roll Cost: 1+1 Thrust	Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
Photon Torpedo	
Class: Ballistic + Antimatter	
Mode: Standard	
Damage: X+10	◆
Max X: 20	
Range Penalty: None	
Max Range: 50 hexes	
Fire Control: +4/+2/-3	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	

FORWARD HITS	
1-2:	Deflector Shield
3-4:	Light Disruptor
5-6:	Photon Torpedo
7-9:	Medium Disruptor
10-17:	Structure
18-20:	Primary Hit

AFT HITS	
1-5:	Impulse Thruster
6-7:	Deflector Shield
8-10:	Light Disruptor
11-16:	Structure
17-20:	PRIMARY Hit

PRIMARY HITS	
1-6:	Warp Engine
7:	Tractor Beam
8-9:	Shield Generator
10-12:	Sensors
13-14:	Cloaking Device
15:	Hangar
16-17:	Engine
18-19:	Reactor
20:	C&C

SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	

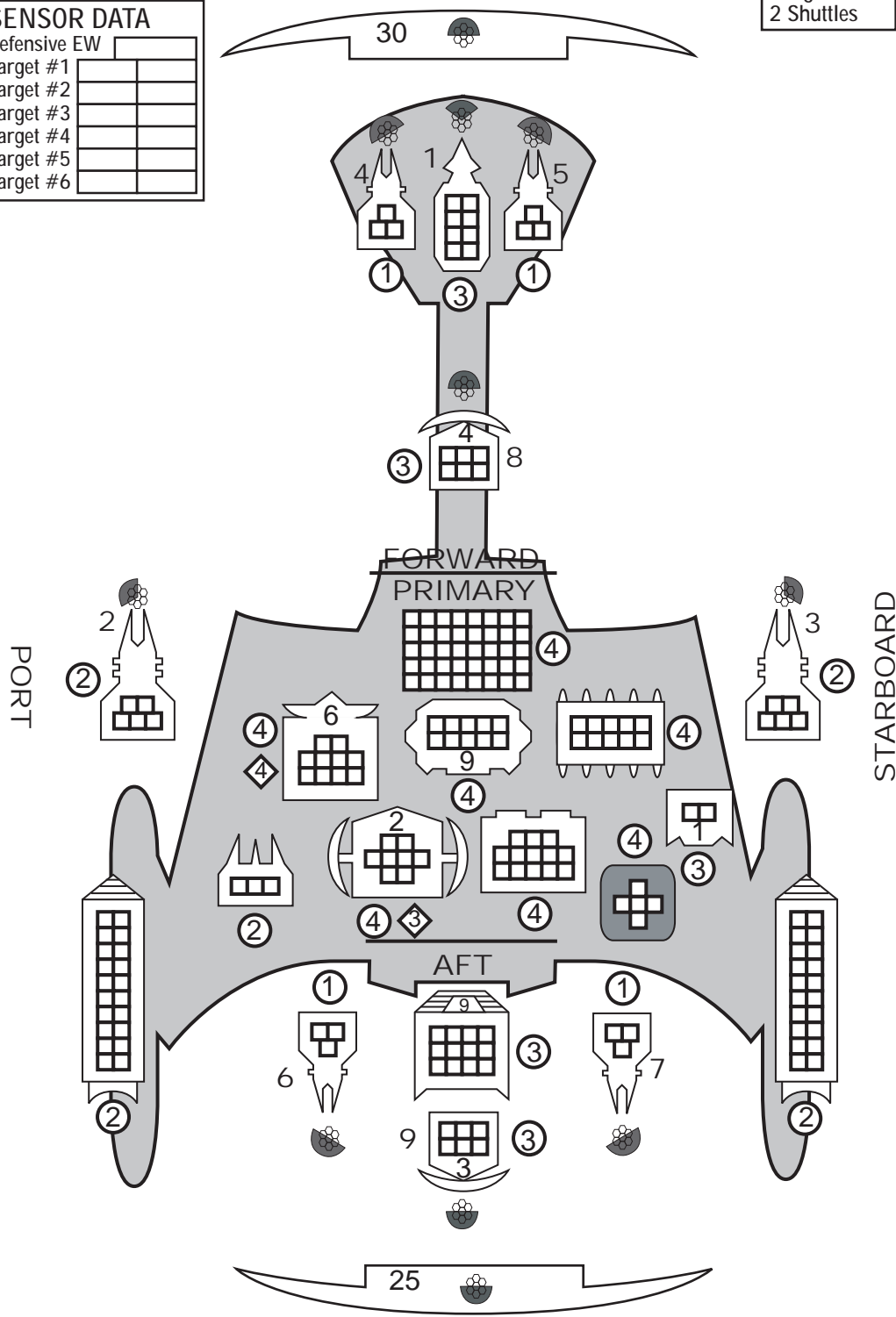
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
0 Fighters
2 Shuttles

Medium Disruptor	
Class: Molecular	
Mode: Standard	
Damage: 1d10+10	
Range Penalty: -1 per 2 hexes	
Fire Control: +4/+2/+2	
Intercept Rating: -2	
Rate of Fire: 1 per 2 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.	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Cloaking Device
	Warp Engine
	Photon Torpedo
	Medium Disruptor
	Light Disruptor