

Federation Loknar Early Frigate

SPECS

Class: Hvy Combat Vsl
In Service: 2242
Point Value: 350
Ramming Factor: 80
Warp Delay: 8 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 13
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +6

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

Light Laser Cannon
Class: Laser
Modes: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Accelerator Cannon

Class: Matter
Modes: Standard
Damage: 2d10+1
Range Penalty: -1 per 3 hexes
Fire Control: +2/+1/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 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
1-3: Deflector Shield
4-5: Accelerator Cannon
6-9: Light Laser
10-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS
1-4: Impulse Thruster
5-7: Deflector Shield
8-11: Warp Engine
12-18: Aft 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

SPECIAL NOTES

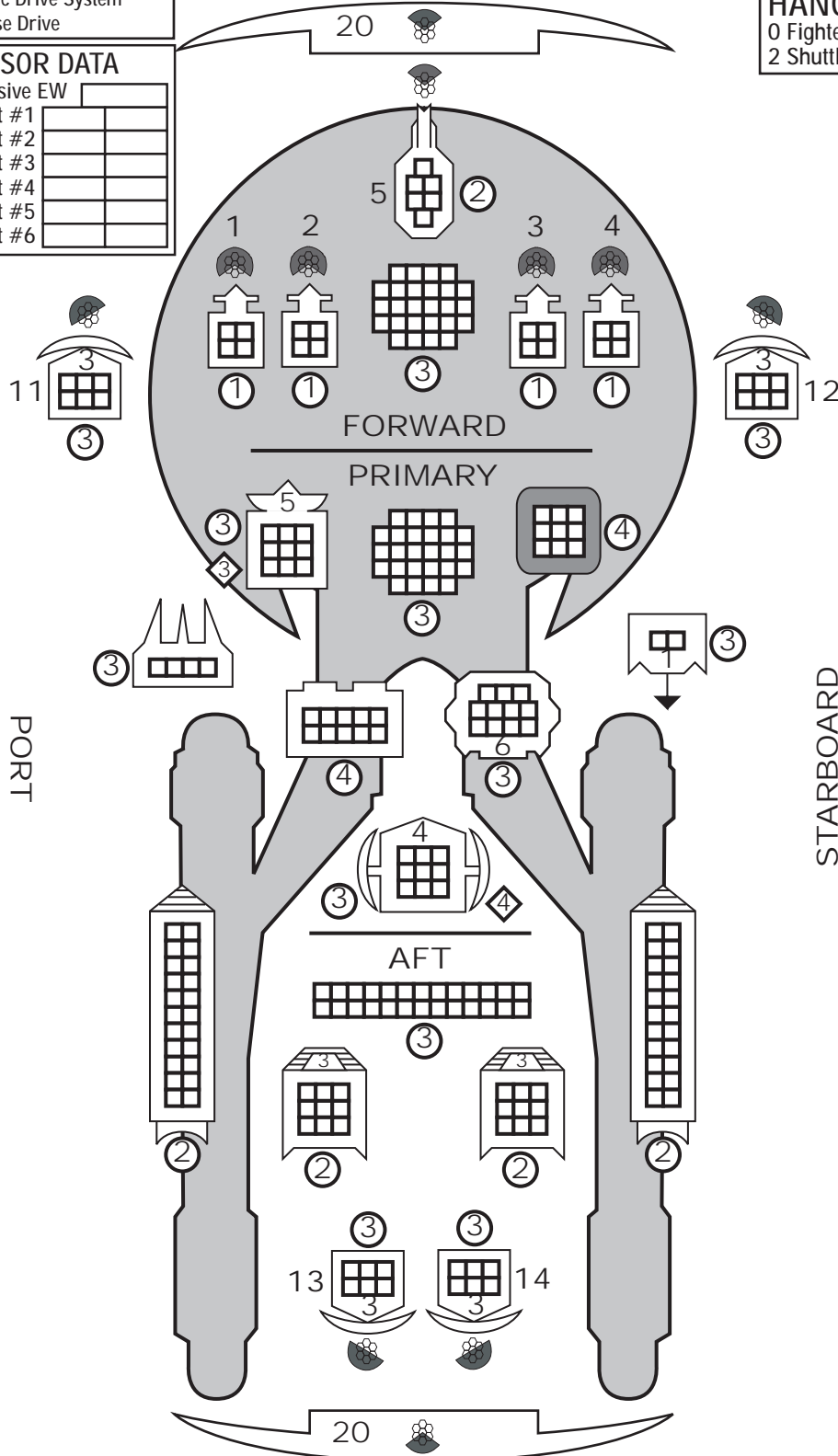
Gravitic Drive System
Impulse Drive

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
- Light Laser
- Accelerator Cannon