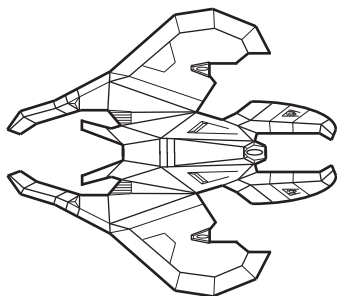




# Son'a Attack Frigate



SPECS		MANEUVERING		COMBAT STATS	
Class: Medium Ship		Turn Cost: 1/2 Speed		Fwd/Aft Defense: 14	
In Service: 2353		Turn Delay: 1/2 Speed		Stb/Port Defense: 14	
Point Value: 470		Accel/Decel Cost: 2 Thrust		Engine Efficiency: 2/1	
Ramming Factor: 50		Pivot Cost: 3 Thrust		Extra Power: +0	
Warp Delay: 5 Turns		Roll Cost: 2 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	
<b>Isolytic Torpedo</b>	
Class: Ballistic	
Mode: Flash	
Damage: 7d10+5	
Range Penalty: -1 per 5 hexes	
Max Range: 50 hexes	
Fire Control: +5/+0/--	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Special: each unit within one hex of the target suffers a 2d10 attack; resets warp delay for those units affected by the isolytic torpedo; on a natural to-hit roll of '1', a subspace rupture is formed. See Rules.	

**HANGAR**  
0 Fighters  
1 Shuttle

FORWARD HITS	
1-2:	Deflector Shield
3-4:	Isolytic Torpedo
5-7:	Photon Torpedo
8-10:	Medium Phaser
11-17:	Structure
18-20:	PRIMARY Hit

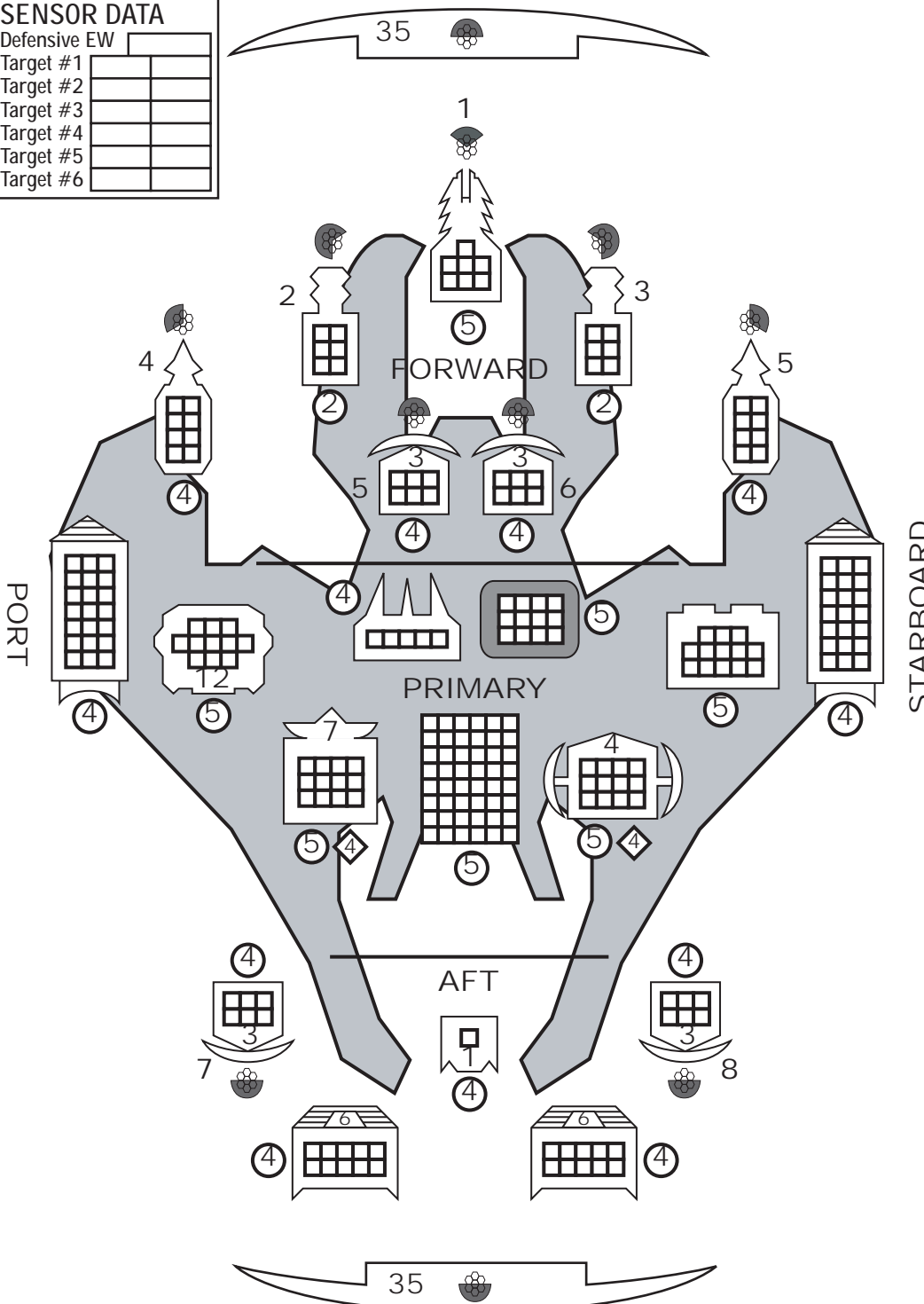
AFT HITS	
1-6:	Impulse Thrust
7-8:	Deflector Shield
9-10:	Hangar
11-17:	Structure
18-20:	PRIMARY Hit

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

SPECIAL NOTES	
Agile Ship	
Atmospheric Capable	
Gravitic Drive System	
Impulse Drive	

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



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

<b>Photon Torpedo</b>	
Class: Ballistic + Antimatter	
Mode: Standard	
Damage: X+10	
Max X: 20	
Range Penalty: -1 per 5 hexes	
Max Range: 50 hexes	
Fire Control: +4/+2/-3	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	

<b>Medium Phaser</b>	
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	

<b>Deflector Shield</b>	
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.	