



# Tamarian Shak No-Rel Interdiction Frigate

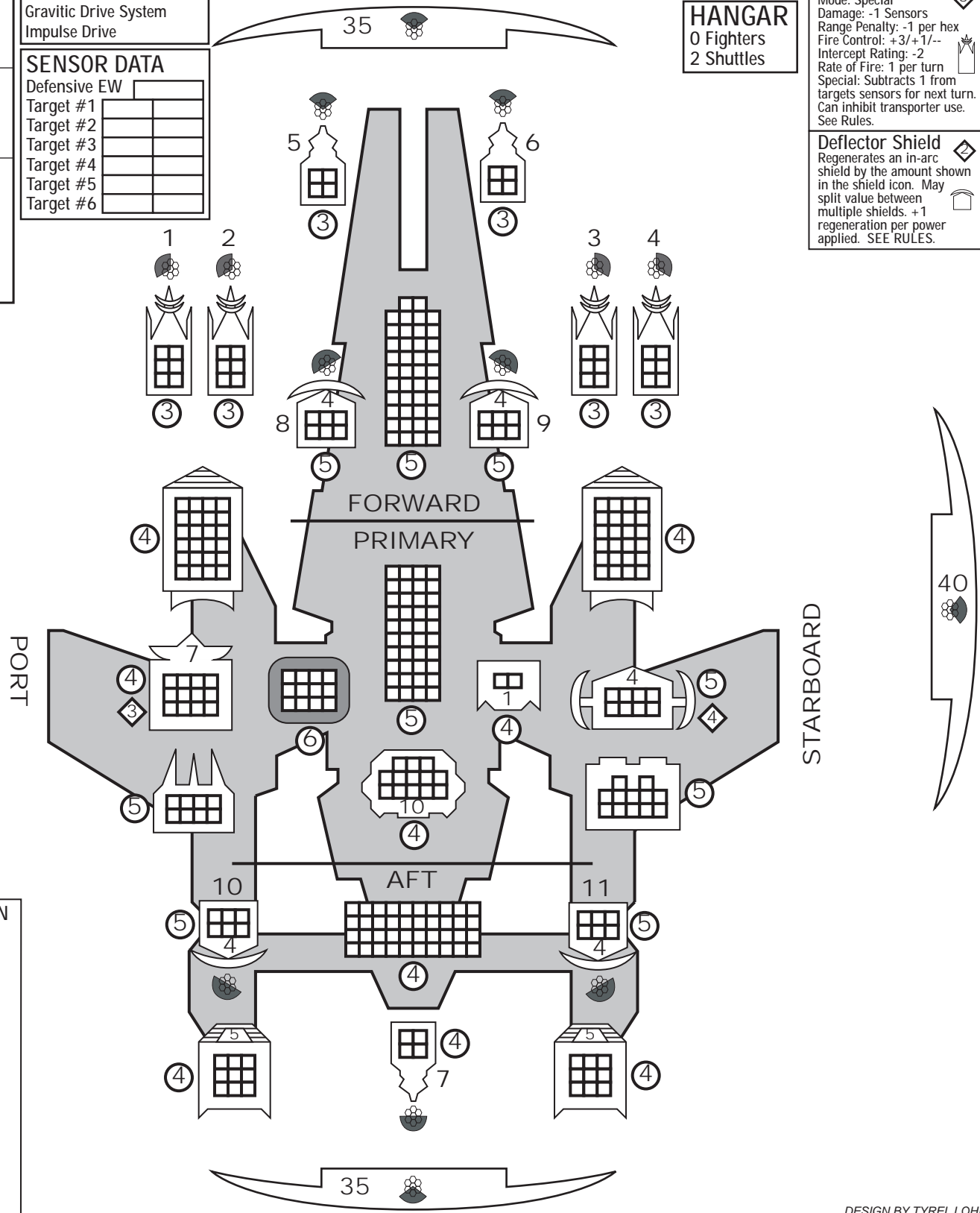
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl In Service: 2358 Point Value: 480 Ramming Factor: 140 Warp Delay: 6 Turns	Turn Cost: 2/3 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 2+2 Thrust	Fwd/Aft Defense: 14 Stb/Port Defense: 15 Engine Efficiency: 2/1 Extra Power: +2 Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 2 4 4 5 6 6 7 8 8	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
<b>Light Flux Phaser</b>	◆
Class: Molecular	
Mode: Standard	
Damage: 1d10+1 1d3 times	
Range Penalty: -1 per hex	
Fire Control: +1/+3/+3	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
<b>Disruption Net</b>	◆
Class: Electromagnetic	
Mode: Special	
Damage: -1 Sensors	
Range Penalty: -1 per hex	
Fire Control: +3/+1/-	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Special: Subtracts 1 from targets sensors for next turn. Can inhibit transporter use. See Rules.	
<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.	

FORWARD HITS	
1-2:	Deflector Shield
3-6:	Disruption Net
7-8:	Light Flux Phaser
9-18:	Forward Structure
19-20:	PRIMARY Hit
AFT HITS	
1-4:	Impulse Thruster
5-6:	Deflector Shield
7-8:	Light Flux Phaser
9-18:	Aft Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-8:	Primary Structure
9-11:	Warp Engine
12:	Tractor Beam
13:	Shield Generator
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
	Light Flux Phaser
	Disruption Net