

Tholian Sliver Fast Frigates (4)

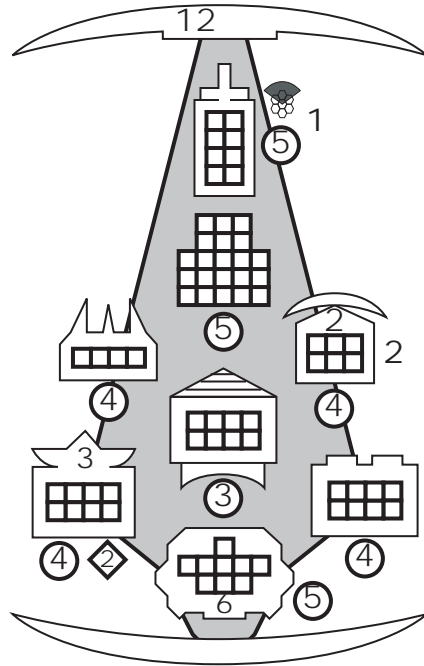
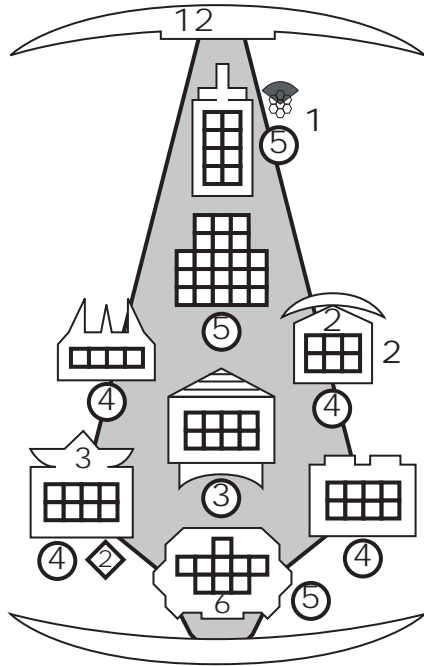
SPECS	MANEUVERING	COMBAT STATS
Class: Lt. Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 8
In Service: 2085	Turn Delay: 1/4 Speed	Stb/Port Defense: 9
Point Value: 130 each	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 20	Pivot Cost: 1 Thrust	Extra Power: +0
Warp Delay: 12 Turns	Roll Cost: 1 Thrust	Initiative Bonus: +14
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 2 3 3 3 3	
Turn Delay	1 1 1 1 2 2 2 2 3 3 3 3	

WEAPON DATA	
Particle Cannon	
Class: Particle	◆
Modes: Raking	◆
Damage: 2d10+15	
Range Penalty: -1 per 2 hexes	
Fire Control: +5/+4/+2	
Intercept Rating: -1	☐
Rate of Fire: 1 per 2 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.	☐

HIT LOCATIONS	
1-10:	Structure
11-12:	Warp Engine
13-14:	Particle Cannon
15:	Tractor Beam
16-17:	Drive
18:	Reactor
19:	Control
20:	Deflector Shield

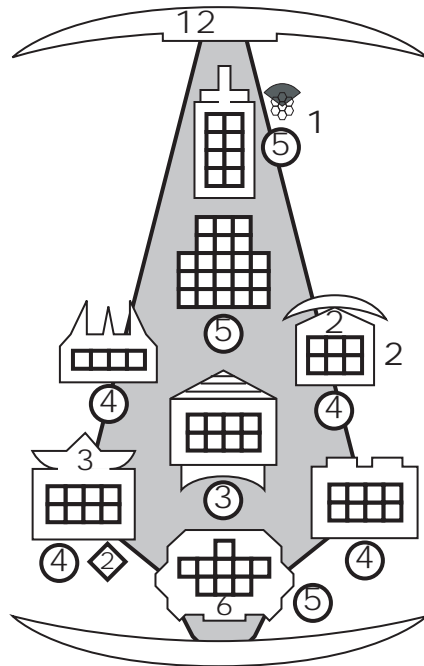
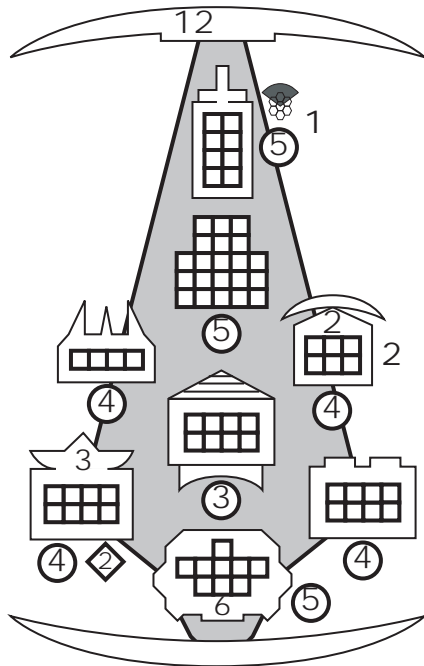
SPECIAL NOTES	
Agile Ship	
Atmospheric Capable	
Gravitic Drive System	
Impulse Drive	

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



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

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



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

ICON RECOGNITION	
	Cargo
	Drive
	Reactor
	Cargo
	Deflector Shield
	Warp Engine
	Particle Cannon