



Version 2: 2E/ST

Name: _____ Counter: _____



Vulcan Vahklas Frigates (4)

SPECS	MANEUVERING	COMBAT STATS	WEAPON DATA
Class: Lt. Combat Vsl	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 10	Light Particle Cannon
In Service: 2084	Turn Delay: 1/4 Speed	Stb/Port Defense: 10	Class: Particle
Point Value: 130 each	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1	Modes: Raking
Ramming Factor: 30	Pivot Cost: 1 Thrust	Extra Power: +0	Damage: 2d10+8
Warp Delay: 14 Turns	Roll Cost: 1 Thrust	Initiative Bonus: +14	Range Penalty: -1 per hex
Speed			Fire Control: +4/+2/+0
Turn Cost	1 1 1 2 2 2 3 3 3 4 4 4		Intercept Rating: -2
Turn Delay	1 1 1 1 2 2 2 2 3 3 3 3		Rate of Fire: 1 per 2 turns

HIT LOCATIONS

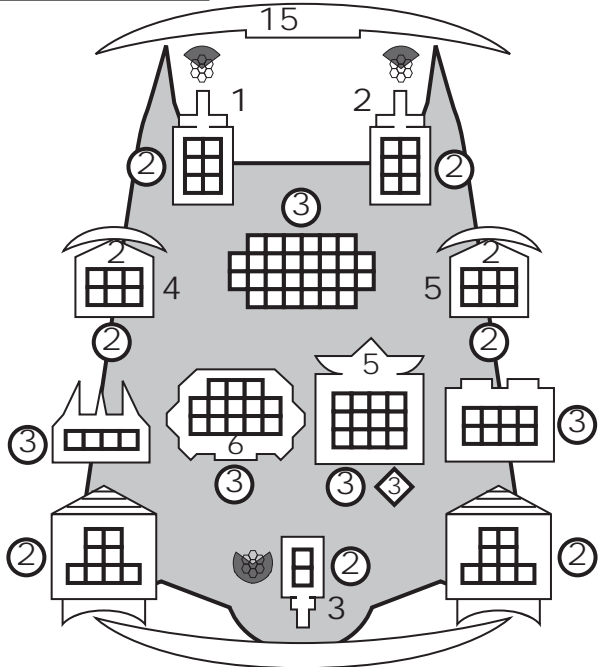
- 1-8: Structure
- 9-10: Warp Engine
- 11-12: Particle Cannon
- 13: Lt Particle Beam
- 14: Tractor Beam
- 15-16: Drive
- 17: Reactor
- 18: Control
- 19-20: Deflector Shield

SPECIAL NOTES

- Agile Ship
- Atmospheric Capable
- Gravitic Drive System
- Impulse Drive

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.

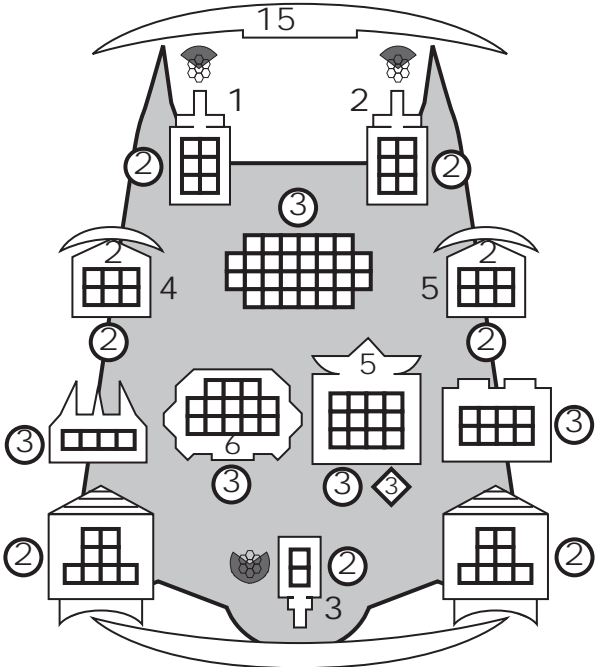


← FRIGATE #1

SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

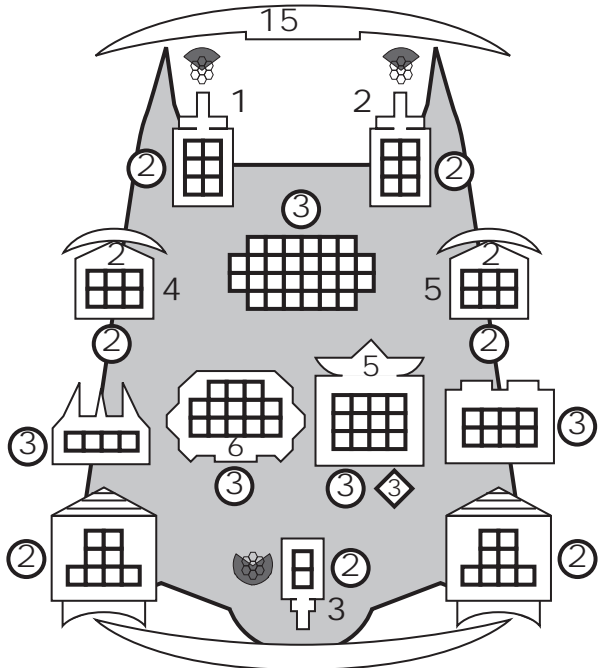


FRIGATE #2 →

SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

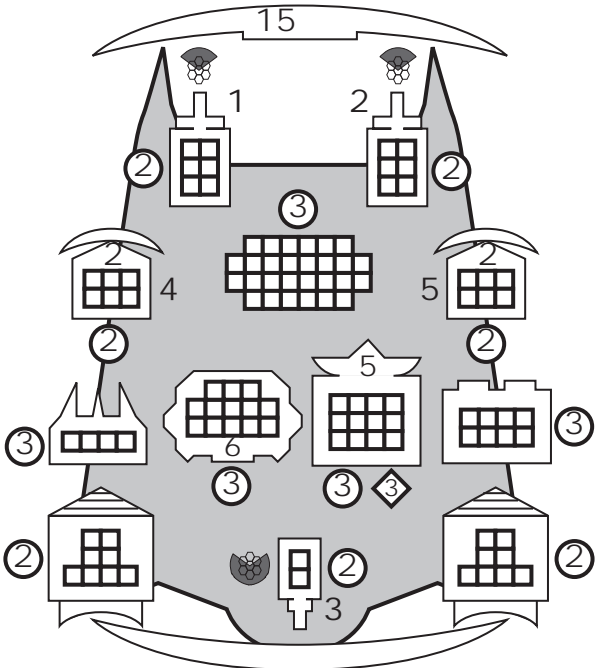


← FRIGATE #3

SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



FRIGATE #4 →

SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

ICON RECOGNITION
