



Breen Tha Lak Attack Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 13
In Service: 2367	Turn Delay: 1/3 Speed	Stb/Port Defense: 14
Point Value: 580	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 60	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 5 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 3 3 3 4 4 4 4	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4 4	

WEAPON DATA

Heavy Burst Beam
 Class: Electromagnetic
 Mode: Standard
 Damage: None
 Range Penalty: -1 per 3 hexes
 Fire Control: +5/+4/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
 Special: -4 power if structure hit; Deactivates power-using systems for three turns; +10 criticals to non-powered systems; forces auto-dropout on fighters. See rules.

FORWARD HITS

1-4: Deflector Shield
 5-6: Heavy Burst Beam
 7-8: Photon Torpedo
 9-11: Lt Photon Torpedo
 12-18: Forward Structure
 19-20: PRIMARY Hit

SPECIAL NOTES

Gravitic Drive System
 Impulse Drive

SENSOR DATA

Defensive EW

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

AFT HITS

1-4: Impulse Thruster
 5-7: Deflector Shield
 8-9: Light Disruptor
 10-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Structure
 7-9: Warp Engine
 10: Tractor Beam
 11-12: Shield Generator
 13-14: Sensors
 15-16: Hangar
 17-18: Engine
 19: Reactor
 20: C&C

Light Photon Torpedo

Class: Ballistic + Antimatter
 Mode: Standard
 Damage: X+10
 Max X: 10
 Range Penalty: -1 per 4 hexes
 Max Range: 35 hexes
 Fire Control: +3/+1/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

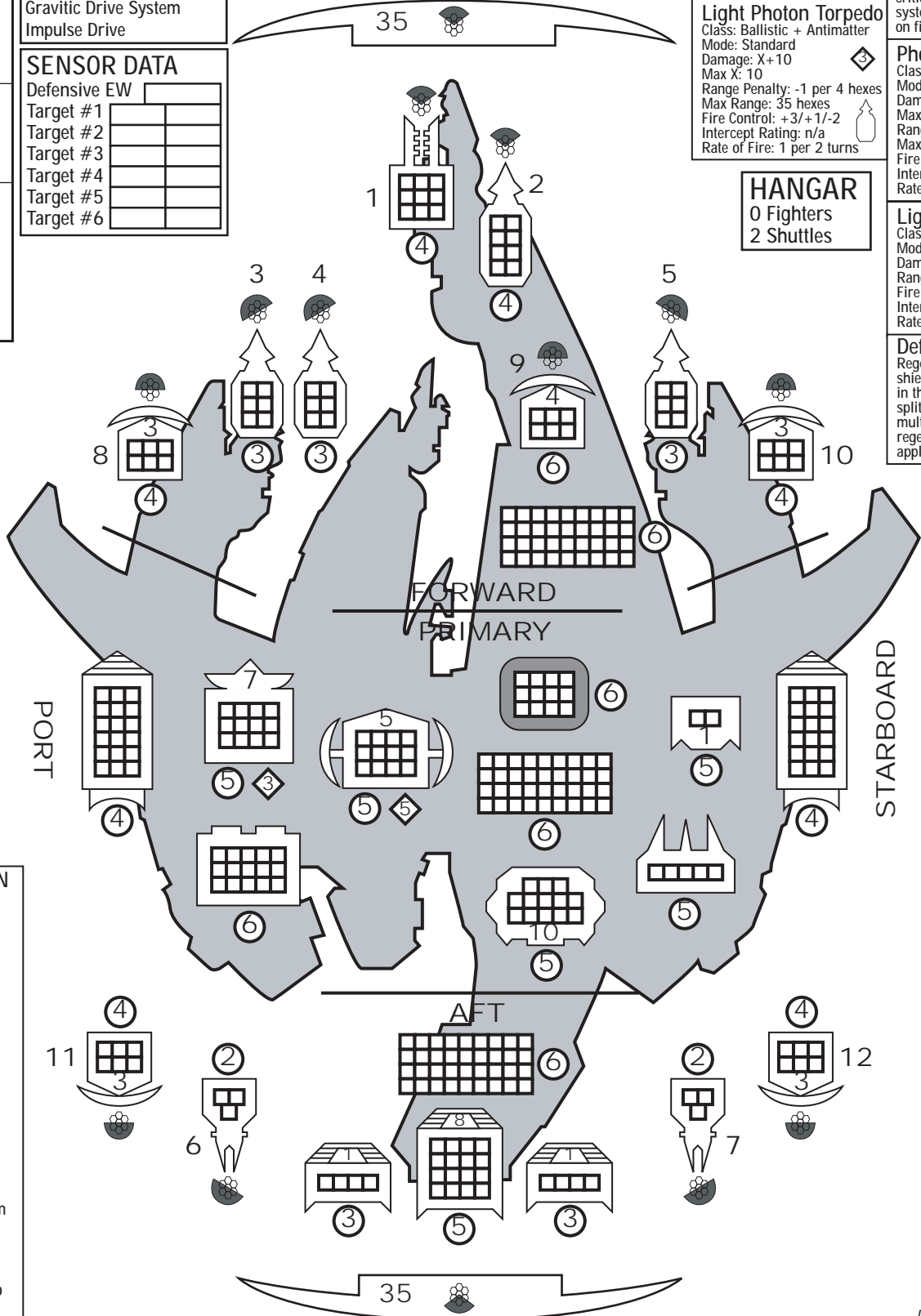
HANGAR

0 Fighters
 2 Shuttles

Photon Torpedo
 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

Light Disruptor
 Class: Molecular
 Mode: Standard
 Damage: 1d6+6
 Range Penalty: -1 per hex
 Max Range: 50 hexes
 Fire Control: +3/+3/-3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

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.



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Shield Generator
- Deflector Shield
- Warp Engine
- Heavy Burst Beam
- Photon Torpedo
- Lt Photon Torpedo
- Light Disruptor