



Breen Vos Lak Covert Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 13
In Service: 2358	Turn Delay: 1/3 Speed	Stb/Port Defense: 14
Point Value: 625	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 130	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	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA	
Heavy Disruptor	
Class: Molecular	Mode: R, P
Damage: 2d10+22	Range Penalty: -1 per 3 hexes
Fire Control: +4/+2/-2	Intercept Rating: -1
Rate of Fire: 1 per 3 turns	
Medium Disruptor	
Class: Molecular	Mode: Standard
Damage: 1d10+10	Range Penalty: -1 per 2 hexes
Fire Control: +4/+2/+2	Intercept Rating: -2
Rate of Fire: 1 per 2 turns	
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: Ballistic + Antimatter	Mode: Standard
Damage: 1d6+6	Range Penalty: -1 per hex
Fire Control: +3/+3/+3	Intercept Rating: -2
Rate of Fire: 1 per turn	

FORWARD HITS	
1-3:	Deflector Shield
4-5:	Heavy Disruptor
6:	Medium Disruptor
7-8:	Photon Torpedo
9-11:	Lt Photon Torpedo
12-18:	Forward Structure
19-20:	PRIMARY Hit

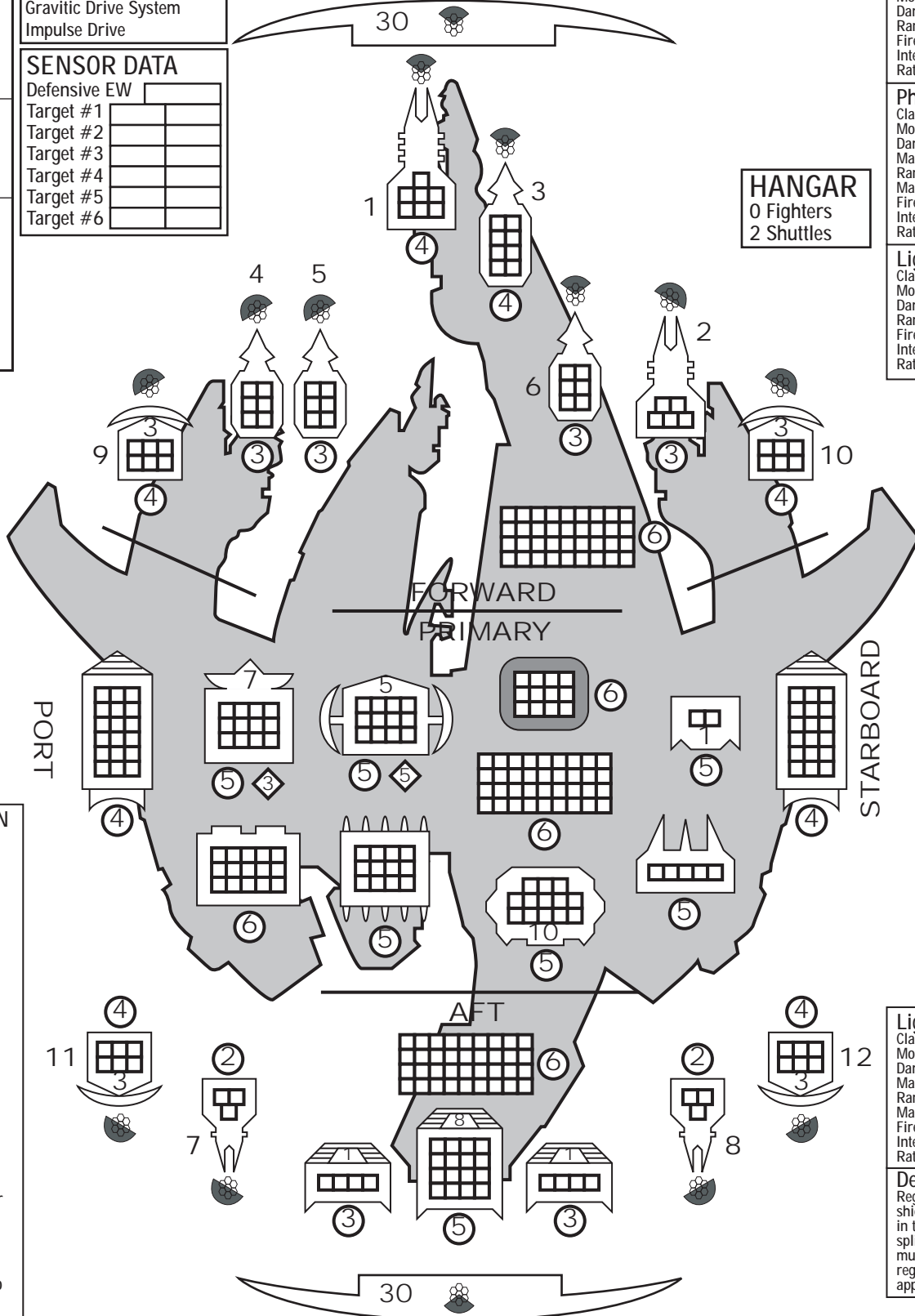
AFT HITS	
1-4:	Impulse Thruster
5-7:	Deflector Shield
8-9:	Light Disruptor
10-18:	Aft Structure
19-20:	PRIMARY Hit

PRIMARY HITS	
1-5:	Primary Structure
6-8:	Warp Engine
9-10:	Cloaking Device
11:	Tractor Beam
12-13:	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
	Cloaking Device
	Warp Engine
	Heavy Disruptor
	Medium Disruptor
	Photon Torpedo
	Lt Photon Torpedo
	Light Disruptor

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	
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.	