

Cardassian Thalkar Heavy Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2352	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 460	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 4/1
Ramming Factor: 110	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 8 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA	
Lt. Compressor Beam	Class: Gravitic Mode: Raking Damage: 2d10+16 Range Penalty: -1 per 2 hexes Fire Control: +2/+1/-4 Intercept Rating: n/a Rate of Fire: 1 per 3 turns
Photon Torpedo	Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 20 Max Range: 50 hexes Fire Control: +4/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
Light Photon Torpedo	Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 10 Max Range: 35 hexes Fire Control: +3/+1/-2 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
Light Phaser Bank	Class: Molecular Mode: Standard Damage: 1d10+4 Range Penalty: -1 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn

FORWARD HITS	
1-2:	Deflector Shield
3-4:	Lt Compressor Bm
5-6:	Lt Photon Torpedo
7-9:	Photon Torpedo
10-11:	Light Phaser
12-18:	Forward Structure
19-20:	PRIMARY Hit

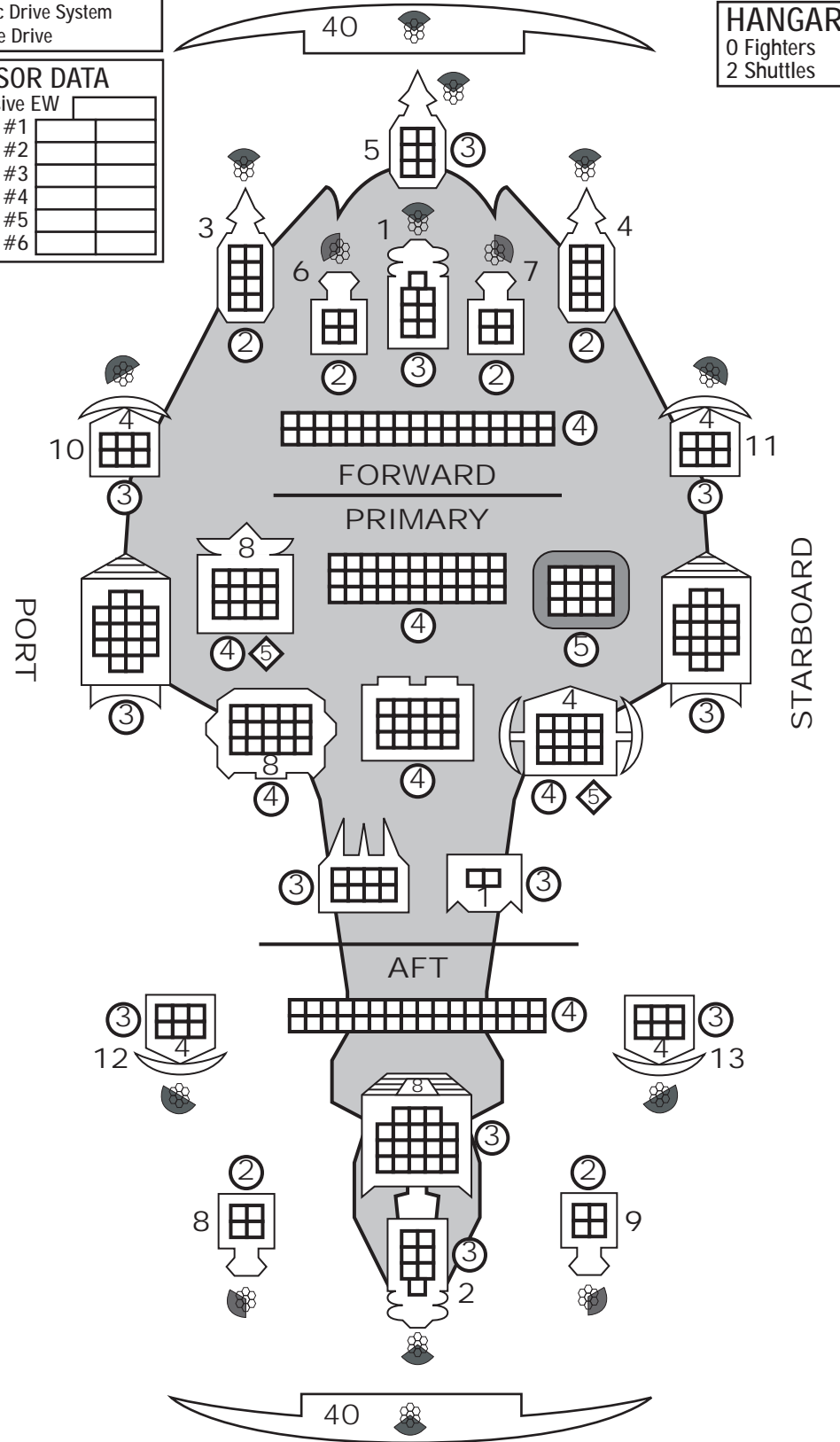
AFT HITS	
1-5:	Impulse Thruster
6-7:	Deflector Shield
8-9:	Lt Compressor Bm
10-11:	Light Phaser
12-18:	Aft Structure
19-20:	PRIMARY Hit

PRIMARY HITS	
1-6:	Primary Structure
7-9:	Warp Engine
10-11:	Shield Generator
12:	Tractor Beam
13-14:	Sensors
15:	Hangar
16-17:	Engine
18-19:	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
	Lt Compressor Beam
	Photon Torpedo
	Lt Photon Torpedo
	Light Phaser

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.