

# Klingon F5S Scout Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: 2221	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 280	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 55	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 10 Turns	Roll Cost: 1+1 Thrust	Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
<b>Light Disruptor</b>	
Class: Molecular	
Mode: Standard	⬇
Damage: 1d6+6	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: -2	⬆
Rate of Fire: 1 per turn	
<b>Deflector Shield</b>	⬇
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.	⬆

FORWARD HITS	
1-3: Deflector Shield	
4-8: Light Disruptor	
10-17: Structure	
18-20: Primary Hit	

AFT HITS	
1-5: Impulse Thruster	
6-7: Deflector Shield	
8-10: Light Disruptor	
11-16: Structure	
17-20: PRIMARY Hit	

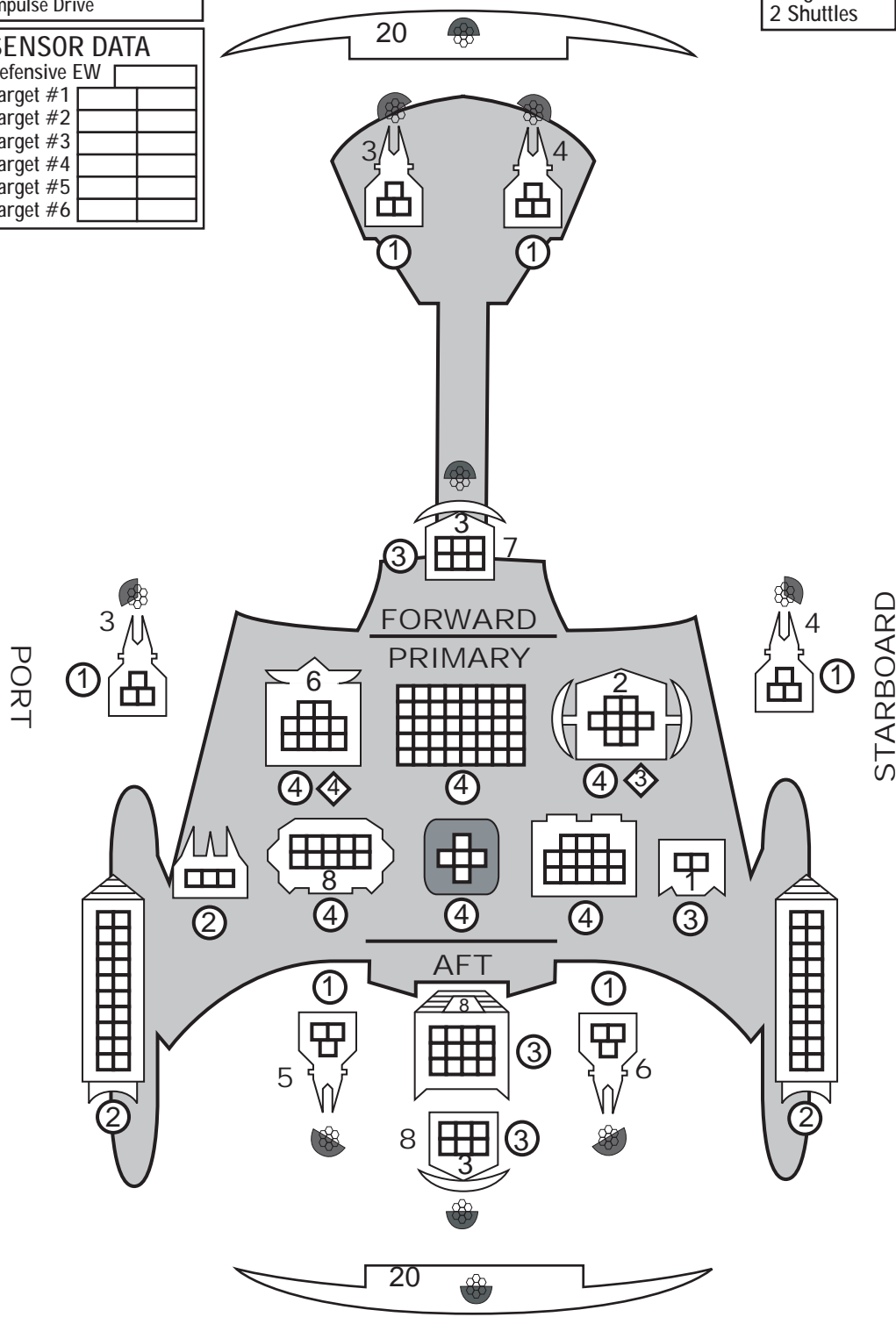
  

PRIMARY HITS	
1-6: Warp Engine	
7-8: Tractor Beam	
9-10: Shield Generator	
11-13: Sensors	
14-15: Hangar	
16-17: Engine	
18-19: Reactor	
20: C&C	

SPECIAL NOTES	
ELINT Ship	
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	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Light Disruptor