



Version 1: 2E/ST

Name: _____ Counter: _____



Krenim Patrol Ships (4)

SPECS	MANEUVERING	COMBAT STATS
Class: Lt. Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 10
In Service: 2318	Turn Delay: 1/4 Speed	Stb/Port Defense: 11
Point Value: 175 each	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 30	Pivot Cost: 1 Thrust	Extra Power: +0
Warp Delay: 12 Turns	Roll Cost: 1 Thrust	Initiative Bonus: +14
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 2 3 3 3 3	
Turn Delay	1 1 1 1 2 2 2 2 3 3 3 3	

WEAPON DATA

Pulse Disruptor
 Class: Molecular
 Modes: Pulse
 Damage: 12 1d2 times
 Max Pulses: 3
 Grouping Range: +1 per 4
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+1
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

Light Pulse Disruptor
 Class: Molecular
 Modes: Pulse
 Damage: 7 1d2 times
 Max Pulses: 4
 Grouping Range: +1 per 4
 Range Penalty: -2 per hex
 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.

HIT LOCATIONS

1-7: Structure
 8-9: Warp Engine
 10-11: Pulse Disruptor
 12-13: Lt Pulse Disruptor
 14: Tractor Beam
 15-16: Drive
 17: Reactor
 18: Control
 19-20: Deflector Shield

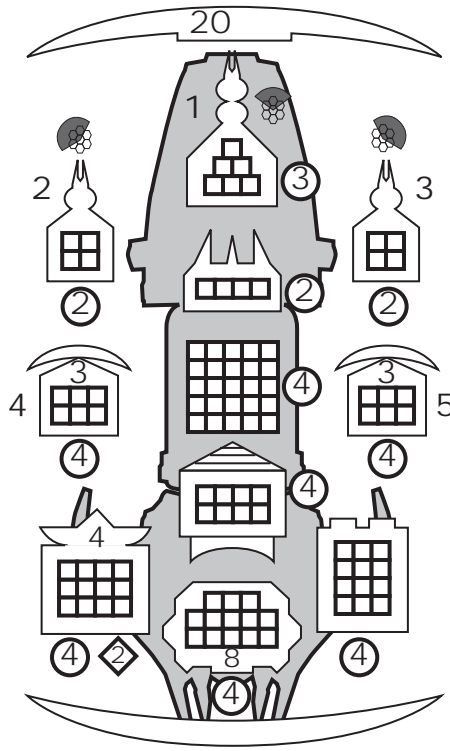
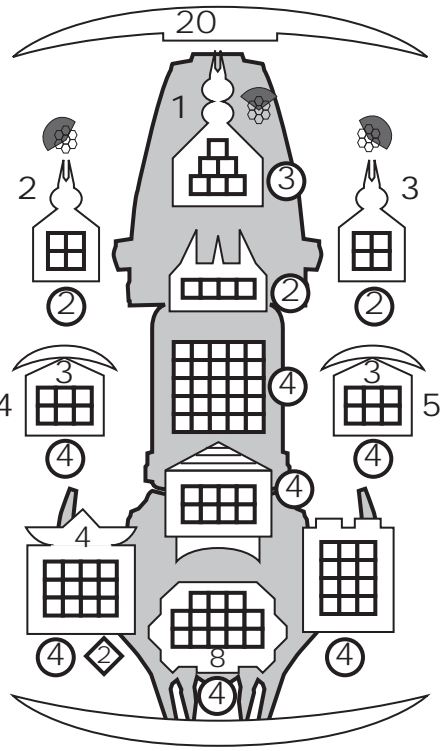
SPECIAL NOTES

Agile Ship
 Atmospheric Capable
 Gravitic Drive System
 Impulse Drive

SENSOR DATA

Defensive EW

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



SENSOR DATA

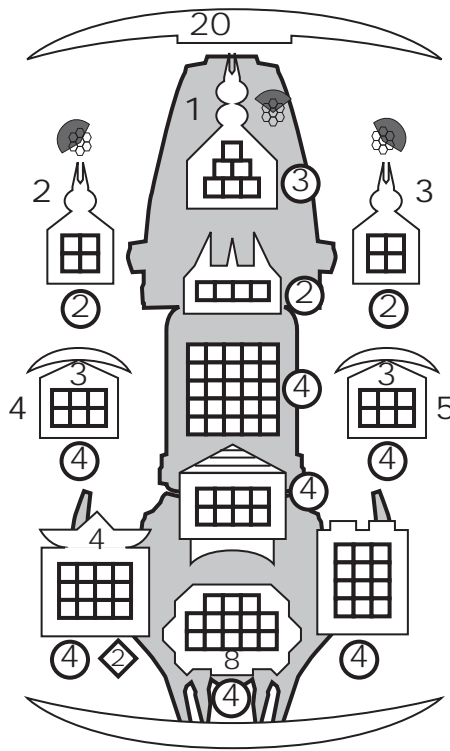
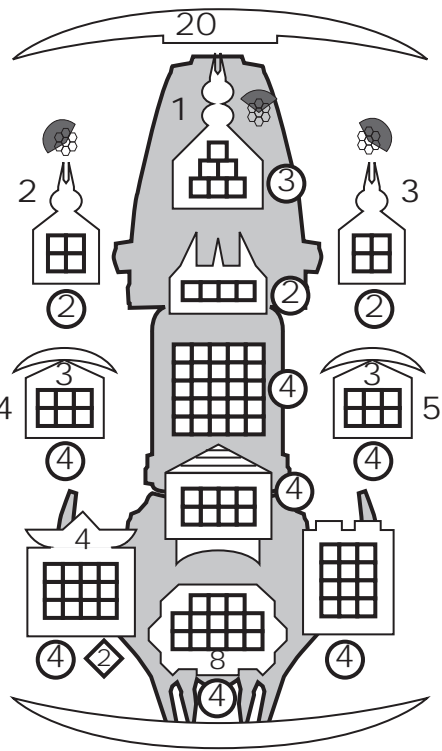
Defensive EW

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

SENSOR DATA

Defensive EW

Target #1		
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SENSOR DATA

Defensive EW

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

ICON RECOGNITION

- Cargo
- Drive
- Reactor
- Cargo
- Deflector Shield
- Warp Engine
- Pulse Disruptor
- Lt Pulse Disruptor