



Romulan K5R Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: 2267	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
Light Plasma Mortar
Class: Plasma
Mode: Flash
Dmg: 2d10+12 (-1 per hex after range 8)
Max Range: -1 per hex after range 8
Fire Control: +2/+0/--
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

FORWARD HITS
1-2: Deflector Shield
3-5: Lt Plasma Mortar
6-9: Light Disruptor
10-16: Structure
17-20: PRIMARY Hit

SPECIAL NOTES
Gravitic Drive System
Impulse Drive

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

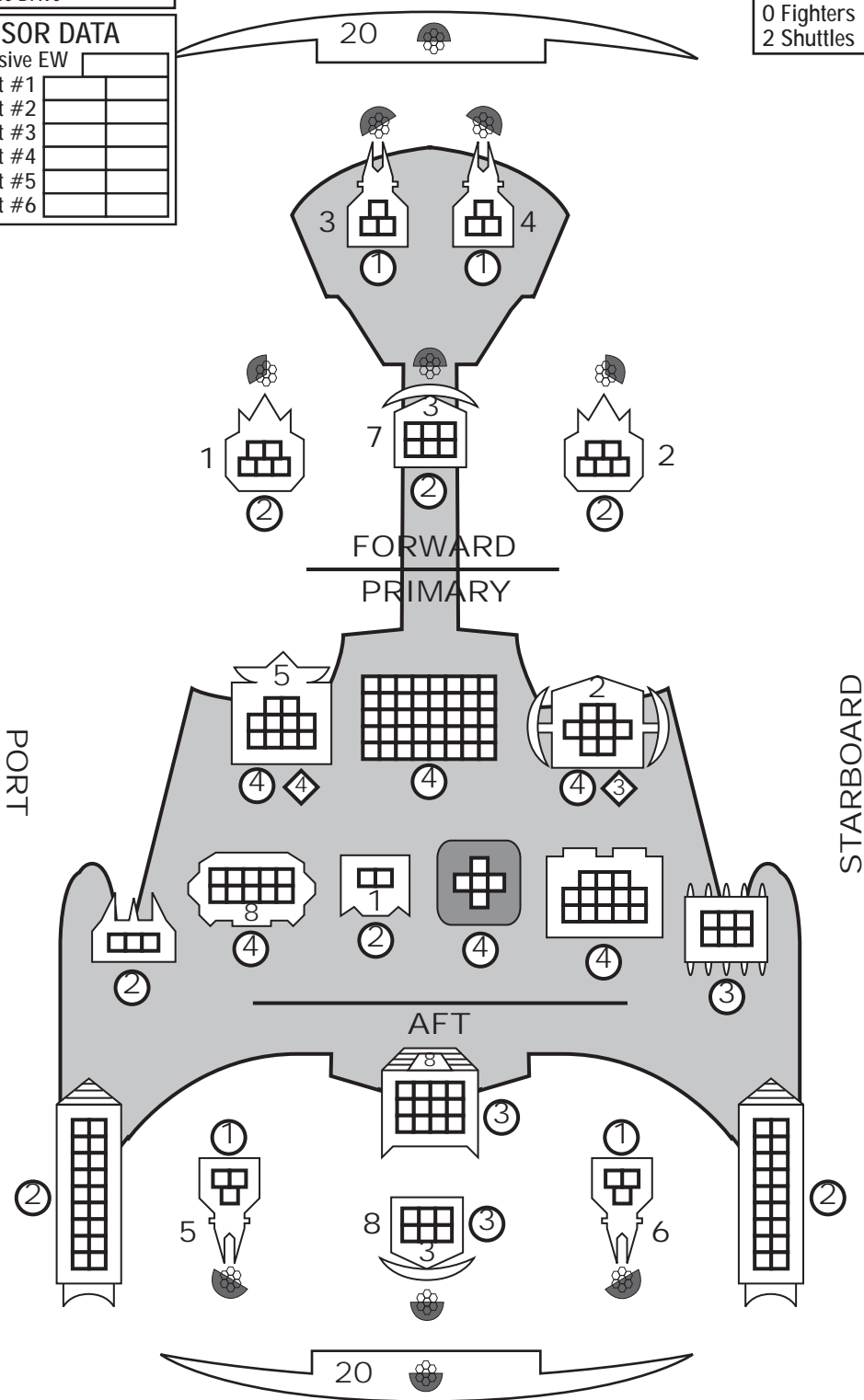
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

PRIMARY HITS
1-6: Warp Engine
7: Tractor Beam
8-9: Cloaking Device
10-11: Shield Generator
12-14: Sensors
15: Hangar
16-17: Engine
18-19: Reactor
20: C&C

HANGAR
0 Fighters
2 Shuttles

Light Disruptor
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

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.



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Cloaking Device
	Warp Engine
	Lt Plasma Mortar
	Light Disruptor