



Tal'kona-Sha Til'sha Patrol Frigate

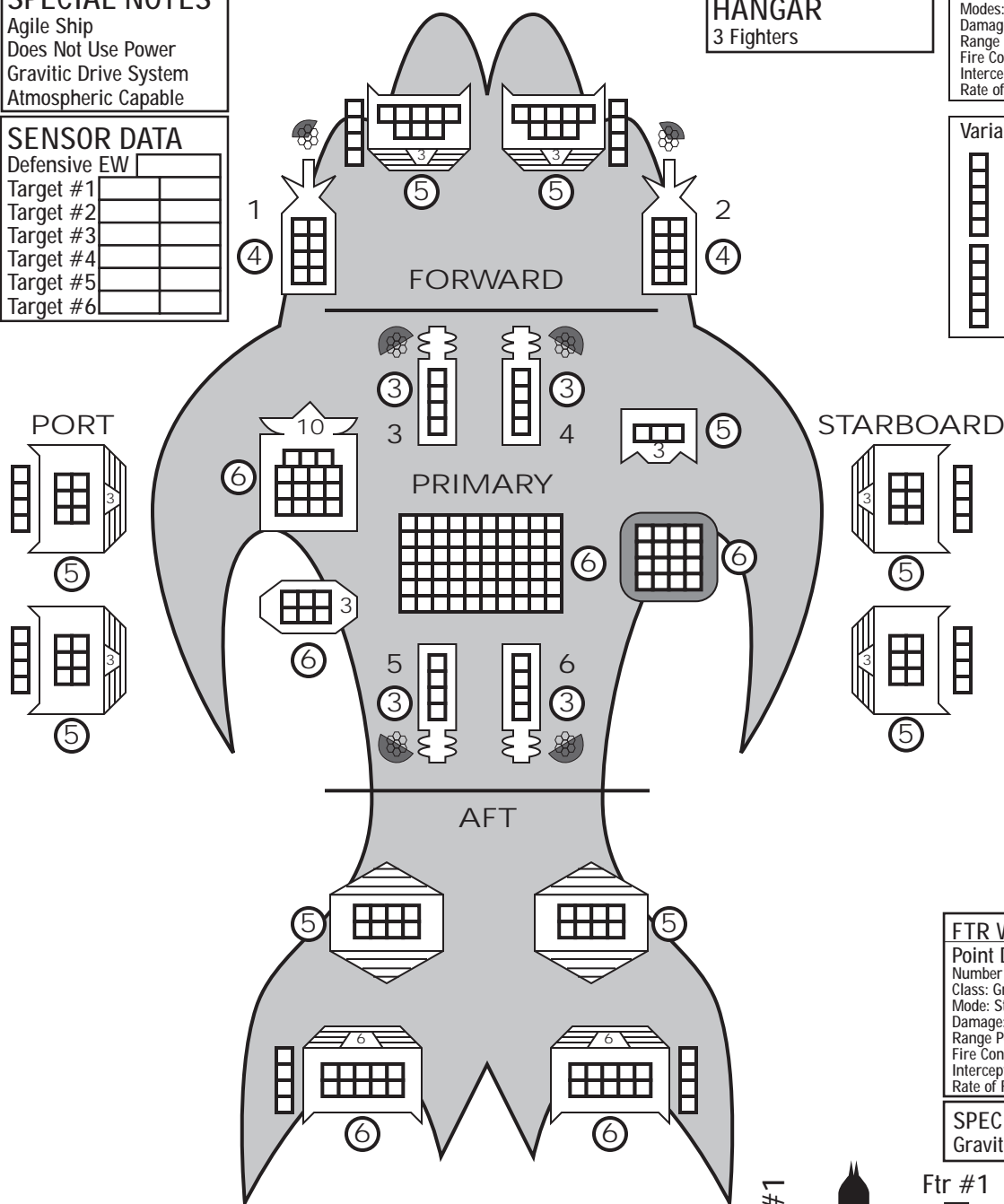
SPECS		MANEUVERING						COMBAT STATS					
Class: Medium Ship		Turn Cost: 1/2 Speed						Fwd/Aft Defense: 10					
In Service: 306 BC		Turn Delay: 1/2 Speed						Stb/Port Defense: 13					
Point Value: 600		Accel/Decel Cost: 3 Thrust						Engine Efficiency: N/A					
Ramming Factor: 70		Pivot Cost: 2 Thrust						Extra Power: N/A					
Jump Delay: 8 Turns		Roll Cost: 3 Thrust						Initiative Bonus: +14					
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	
Cone Focus Beam	
Class: Gravitic	
Modes: Raking (Special)	
Damage: 3d10 Raking plus a final rake of 20	
Range Penalty: -1 per 4 hexes	
Fire Control: +5/+5/+3	
Intercept Rating: -3	
Rate of Fire: 1 per 3 turns	
Point Defense Beam	
Class: Gravitic	
Modes: Standard	
Damage: 1d10+8	
Range Penalty: -1 per hex	
Fire Control: +5/+5/+5	
Intercept Rating: -3	
Rate of Fire: 1 per turn	









FORWARD HITS 1-5: Retro Thrust 6-9: Cone Focus Beam 10-17: Structure 18-20: PRIMARY Hit
AFT HITS 1-6: Main Thrust 7-10: Jump Drive 11-17: Structure 18-20: PRIMARY Hit
PRIMARY HITS 1-8: Port/Stb Thrust 9-12: Point Defense Beam 13-14: Self-Repair 15-17: Sensors 18-19: Hangar 20: C & C

SPECIAL NOTES
 Agile Ship
 Does Not Use Power
 Gravitic Drive System
 Atmospheric Capable

HANGAR
3 Fighters

[illegible]

ICON RECOGNITION

	Thrustor
	C & C
	Sensors
	Jump Engine
	Self-Repair
	Hangar
	Cone Focus Beam
	Point Defense Beam


FTR WEAPON DATA
Point Defense Beam
Number of Guns: 1
Class: Gravitic
Mode: Standard
Damage: 1d10+8
Range Penalty: -1 per hex
Fire Control: +1/+1/+1
Intercept Rating: -3
Rate of Fire: Once per turn

SPECS
 Class: Med. Fighters
 In Service: 122
 Point Value: 60 each
 Ramming Factor: 25
 Jinking Limit: 8 Levels

MANEUVERING
Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS
Fwd/Aft Defense: 6
Stb/Port Defense: 8
Free Thrust: 12
Offensive Bonus: +5
Initiative Bonus: +20

ARMOR



Initiative	Speed	Thrust Used	Jinking	Notes