

# Mimbari SHIO Warfrigate

Revised June 23, 1998

**SPECS**  
 Class: Hvy Combat Vel  
 Crew: 110 (9 officers)  
 Point Value: 755  
 Jump Delay: 12 Turns  
 Jump Cost: 40 Power

**MANEUVERING**  
 Turn Cost: 2 + 1/4 Speed  
 Turn Delay: 2/3 Speed  
 Accel/Decel Cost: 3 Thrust  
 Pivot Cost: 3+3 Thrust  
 Roll Cost: 3+3 Thrust

**COMBAT STATS**  
 Fwd/Aft Defense: 14  
 Stb/Port Defense: 17  
 Engine Efficiency: 3/1  
 Free Thrust: 10  
 Extra Power: 4  
 Initiative Bonus: +1

**WEAPON DATA**

**Electro-Pulse Gun**  
 Class: Special  
 Damage: Special  
 Range Penalty: -3 per hex  
 Fire Control: -/-/+3  
 Intercept Rating: n/a  
 Recharge Time: 3 Turns

**Molecular Disruptor**  
 Class: Molecular  
 Modes: R, P  
 Damage: 2d10+30  
 Range Penalty: -1 per hex  
 Fire Control: +4/+2/-4  
 Interception Rating: n/a  
 Rate of Fire: 1 per 4 turns  
 Special: Destroys 1 point of structure armor on facing side

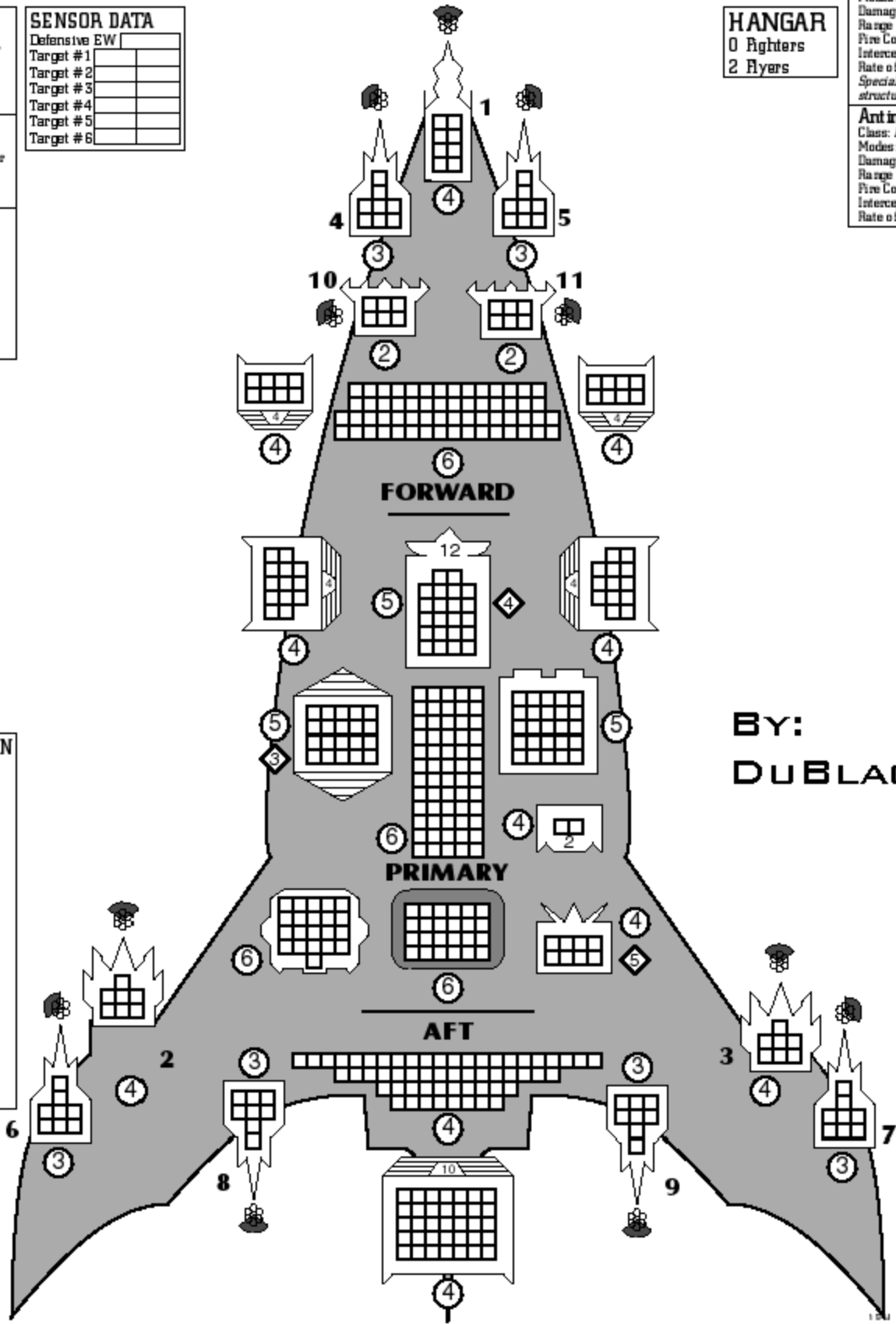
**Antimatter Converter**  
 Class: Antimatter  
 Modes: Flash  
 Damage: 4X+2  
 Range Penalty: -1 per hex  
 Fire Control: +4/+4/-6  
 Interception Rating: n/a  
 Rate of Fire: 1 per 3 turns

**HANGAR**  
 0 Fighters  
 2 Flyers

- FORWARD HITS**  
 1-3: Retro Thrust  
 4-5: Molecular Disruptor  
 6-8: Fusion Cannon  
 9-10: EP Gun  
 11-18: Forward Struct  
 19-20: PRIMARY Hs
- AFT HITS**  
 1-6: Main Thrust  
 7-9: Antimatter Converter  
 10-12: Fusion Cannon  
 13-18: Aft Struct  
 19-20: PRIMARY Hs
- PRIMARY HITS**  
 1-7: Primary Struct  
 8-9: Port/Stb Thrust  
 10: Jump Engine  
 11-12: Jammer  
 13-14: Sensors  
 15-16: Engine  
 17: Hangar  
 18-19: Reactor  
 20: C & C

**SENSOR DATA**

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



- ICON RECOGNITION**
- Thruster
  - C & C
  - Sensors
  - Engine
  - Jump Engine
  - Reactor
  - Hangar
  - Neutron Cannon
  - Fusion Cannon
  - EP Gun
  - Jammer

**BY:**  
**DUBBLACK**