

# Antarean Thentus Frigate

## SPECS

Class: Medium Ship  
In Service: 2260  
Point Value: 455  
Ramming Factor: 70  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1/2 Speed  
Turn Delay: 1/3 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 2 Thrust  
Roll Cost: 1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 14  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +13

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	1	2	2	2	3	3	3	4	4	4

## WEAPON DATA

### Assault Laser

Class: Laser  
Modes: Raking  
Damage: 3d10+4  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+3/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### Twin Array

Class: Particle  
Mode: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +4/+5/+6  
Interception Rating: -2  
Rate of Fire: 2 per turn

### Guardian Array

Intercept Rating: -3  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Particle  
Mode: Standard  
Damage: 1d10+5  
Fire Control: --/--/+8  
Range Penalty: -3 per hex

## FORWARD HITS

1-5: Retro Thrust  
6-8: Assault Laser  
9-11: Twin Array  
12-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Twin Array  
10-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-7: Port/Stbd Thrust  
8-9: Guardian Array  
10-12: Sensors  
13-15: Engine  
16: Hangar  
17-19: Reactor  
20: C&C

## SPECIAL NOTES

Agile Ship

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

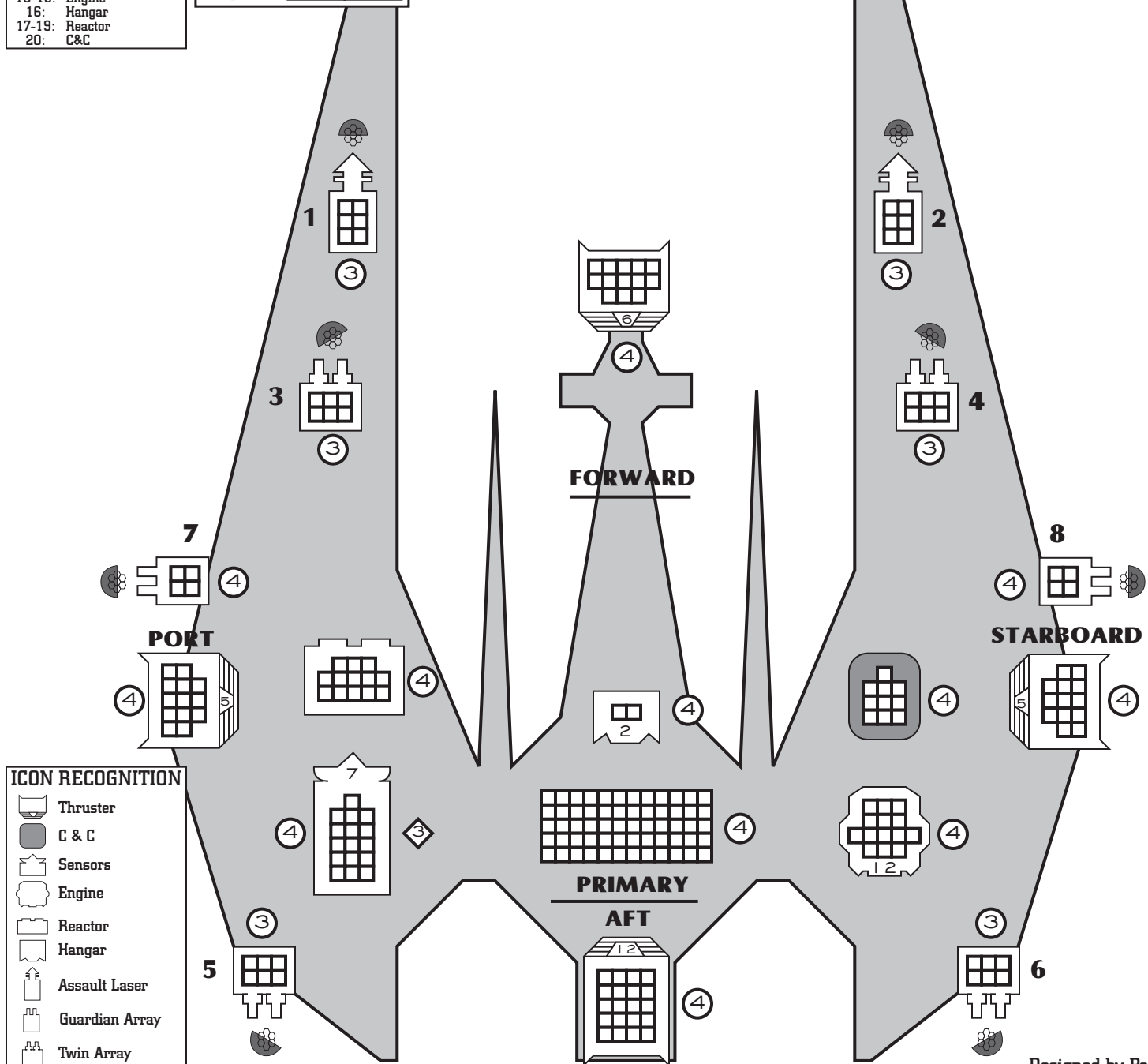
Target #6

## HANGAR










0 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 8/9



## ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Reactor
-  Hangar
-  Assault Laser
-  Guardian Array
-  Twin Array