



## EA Gamma Assault Frigate (Beta Model)

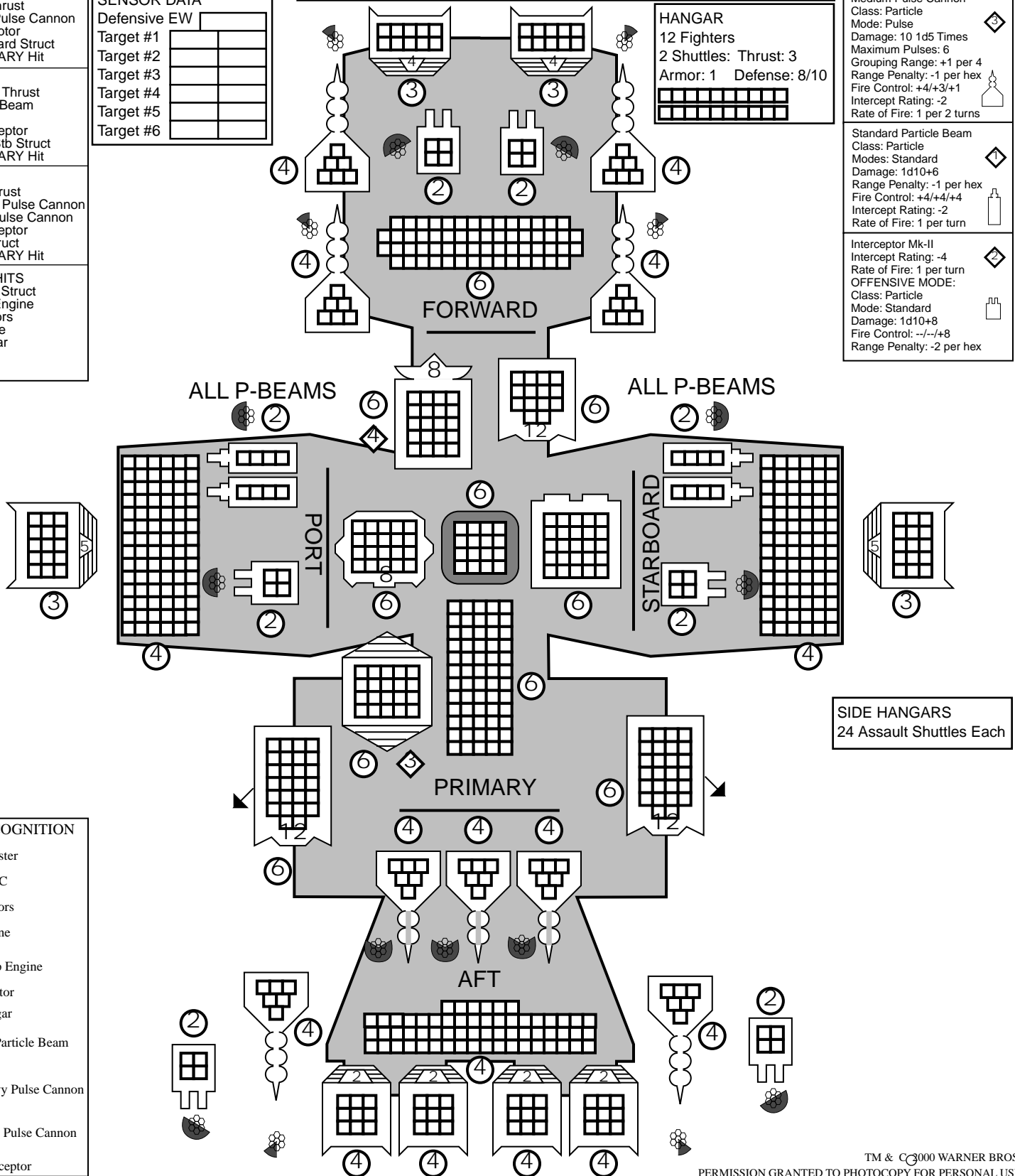













SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16 (12)
In Service: 2256	Turn Delay: 1 x Speed	Stb/Port Defense: 19 (15)
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA
Heavy Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 15 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/-1
Intercept Rating: -1
Rate of Fire: 1 per 3 turns
Medium Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per turn
Interceptor Mk-II
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+8
Fire Control: -/-/+8
Range Penalty: -2 per hex

FORWARD HITS
1-3:Retro Thrust
4-8:Heavy Pulse Cannon
9-11:Interceptor
12-18: Forward Struct
19-20:PRIMARY Hit
SIDE HITS
1-4:Port/Stb Thrust
5-6:Particle Beam
7-9: Hangar
10-12:Interceptor
13-18:Port/Stb Struct
19-20:PRIMARY Hit
AFT HITS
1-6:Main Thrust
7-8:Medium Pulse Cannon
9-10: Hvy Pulse Cannon
11-12:Interceptor
13-18:Aft Struct
19-20:PRIMARY Hit
PRIMARY HITS
1-8:Primary Struct
9-10:Jump Engine
11-14:Sensors
15-16:Engine
17-18:Hangar
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
	Std Particle Beam
	Heavy Pulse Cannon
	Med Pulse Cannon
	Interceptor

SIDE HANGARS  
24 Assault Shuttles Each