

Gaim Rassa Patrol Frigate

SPECS

Class: Medium Ship
In Service: 2251
Point Value: 350
Ramming Factor: 120
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 13
Engine Efficiency: 3/1
Extra Power: +1
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

Packet Torpedo

Class: Ballistic
Mode: Standard
Damage: 2d10+10
Range Penalty: -1 per 2 hexes after range 10
Fire Control: +3/+3/-6
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
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS

1-4: Retro Thrust
5-8: Packet Torpedo
9-10: Twin array
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Hangar
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-11: Sensors
12-14: Engine
15: Hangar
16-18: Reactor
19-20: C & C

SPECIAL NOTES

Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

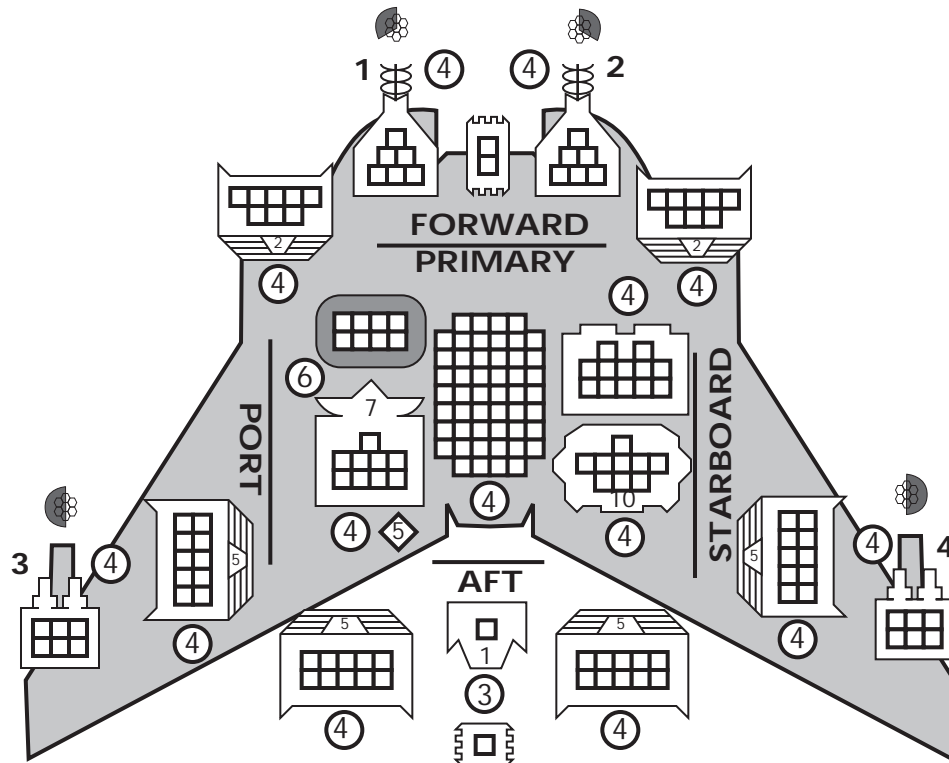
HANGAR

0 Fighters

1 Shuttle: Thrust: 4

Armor: 0 Defense: 9/10

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ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Twin Array
- Packet Torpedo
- Bulkhead