

Grome Telgar Defense Frigate

SPECS

Class: Medium Ship
In Service: 2218
Point Value: 400
Ramming Factor: 90
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: 3+3 Thrust

COMBAT STATS

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

HANGAR

0 Fighters
1 Shuttle: Thrust: 4
Armor: 0 Defense: 9/10
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WEAPON DATA

Light Railgun

Class: Matter
Mode: Standard
Damage: 1d10+5
Range Penalty: -1 per hex
Fire Control: +0/+2/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Flak Cannon

Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Matter
Mode: Flash
Damage: 1d10+2
Range Penalty: -2 per hex
Fire Control: --/--/+4

Targeting Array

Maximum Range: 15
Adds fire control to all weapons against specified target. Degredation occurs if multiple targeting arrays are used on same target.
Cannot be used on fighters or smaller units.

FORWARD HITS

1-4: Retro Thrust
5-6: Light Railgun
7-10: Flak Cannon
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: Flak Cannon
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-4: Port/Stb Thrust
5-7: Connecting Strut
8-9: Targeting Array
10-12: Engine
13-15: Sensors
16-17: Hangar
18-19: Reactor
20: C & C

Note: "Connecting Strut" hits score double damage to the facing structure (after armor).

SPECIAL NOTES

Antiquated Sensors

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

Target #6

Target #6

Target #6

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ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Targeting Array
- Light Railgun
- Flak Cannon

