

# Grome Melagar Frigate Leader

## SPECS

Class: Medium Ship  
In Service: 2221  
Point Value: 500  
Ramming Factor: 100  
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: 14  
Stb/Port Defense: 15  
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	2	2	3	3	4	4	5	5	6	6

## WEAPON DATA

### Medium Railgun

Class: Matter  
Modes: Standard  
Damage: 3d10+3  
Range Penalty: -1 per 2 hexes  
Fire Control: +2/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 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  
5-7: Medium Railgun  
8-9: Flak Cannon  
10-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Medium Railgun  
10-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-4: Port/Stb Thrust  
5-6: Connecting Strut  
7-8: Targeting Array  
9-11: Engine  
12-14: Sensors  
15-16: Hangar  
17-18: Reactor  
19-20: C & C

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

## SPECIAL NOTES

Antiquated Sensors  
Unreliable Ship:  
Fractured Lock-Ons

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

No further targets possible

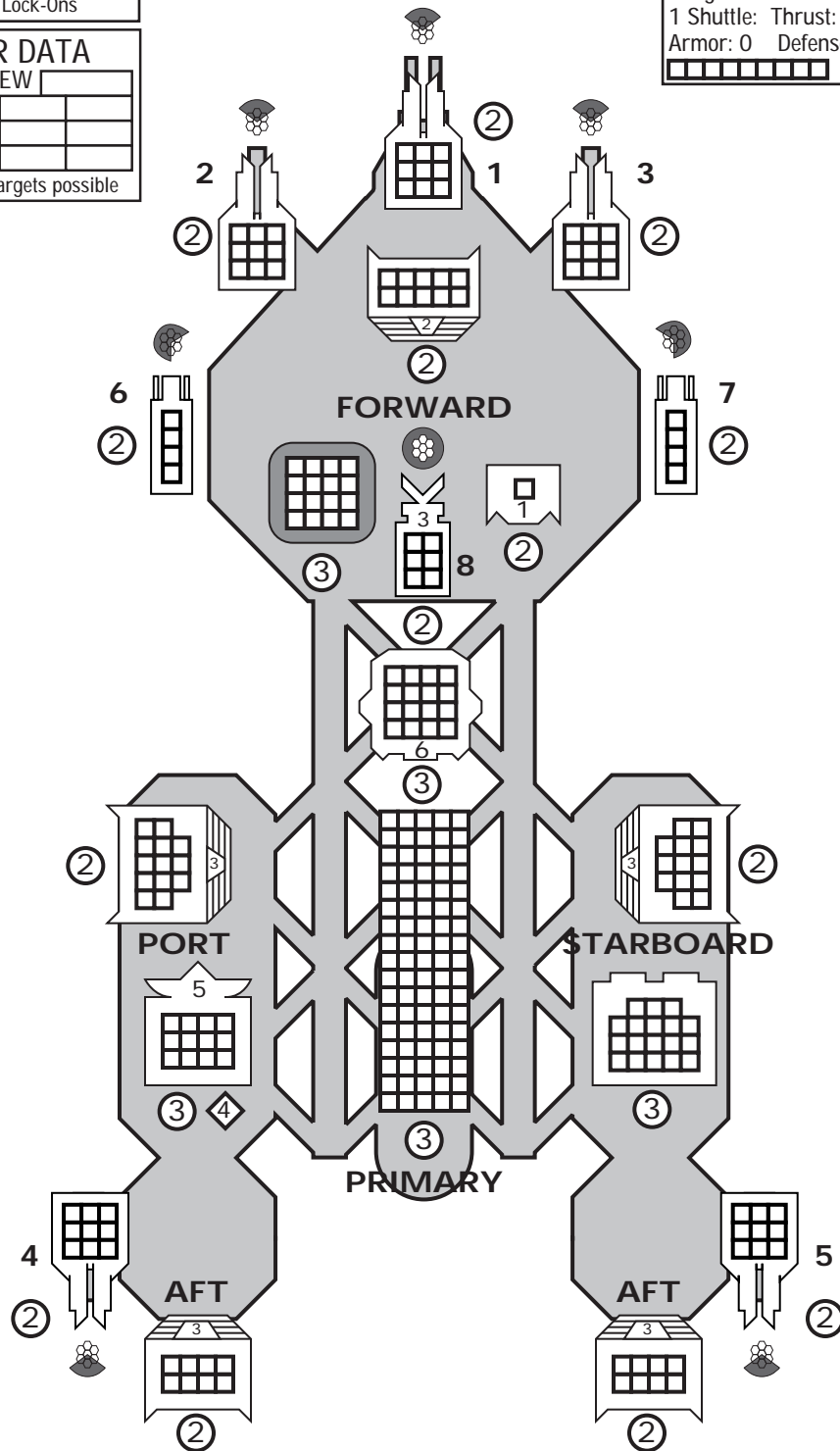
## HANGAR

0 Fighters

1 Shuttle: Thrust: 4

Armor: 0 Defense: 9/10

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## ICON RECOGNITION

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