

Grome Morstag Escort Frigate

SPECS

Class: Medium Ship
In Service: 2237
Point Value: 400
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: +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

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 (Escort)

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. Can combine with other ships (escort role)

FORWARD HITS

1-4: Retro Thrust
5: Targeting Array #7
6-7: Light Railgun
8-9: Flak Cannon
10-17: Structure
18-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-4: Port/Stb Thrust
5-6: Connecting Strut
7-9: Targeting Array #8-9
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
Escort Arrays

SENSOR DATA

Defensive EW

Target #1

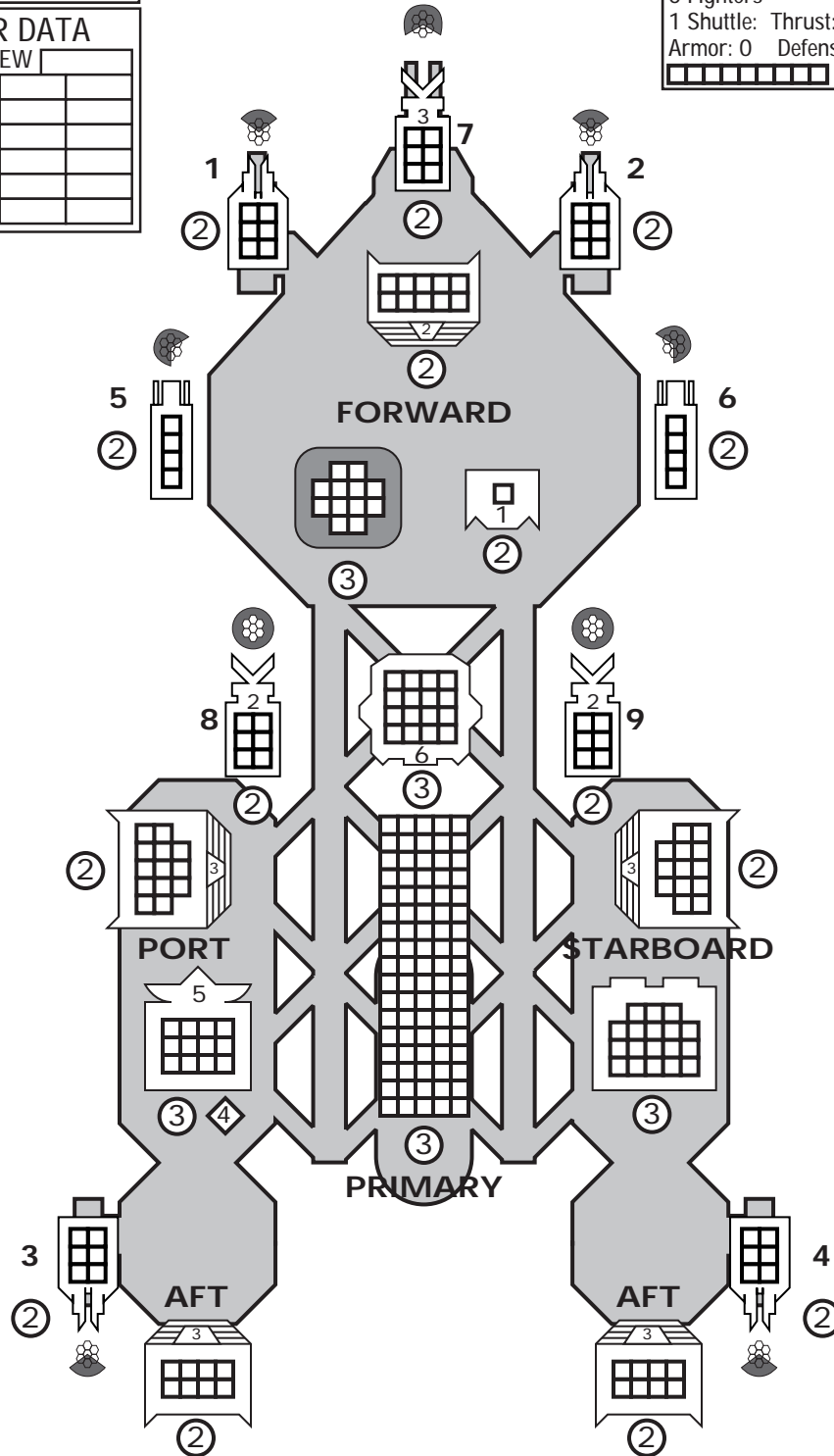
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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