



Hurr Anoro Assault Frigate

SPECS

Class: Hvy Combat Vsl
In Service: 2230
Point Value: 350
Ramming Factor: 130
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 5/1
Extra Power: 0
Initiative Bonus: +6

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

Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Class-S Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Class-S0 Missile Rack

Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-5: Retro Thrust
6-7: Missile Rack
8-10: Std Particle Beam
11-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Std Particle Beam
9-13: Engine
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-12: Port/Stb Thrust
13-15: Sensors
16: Hangar
17-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

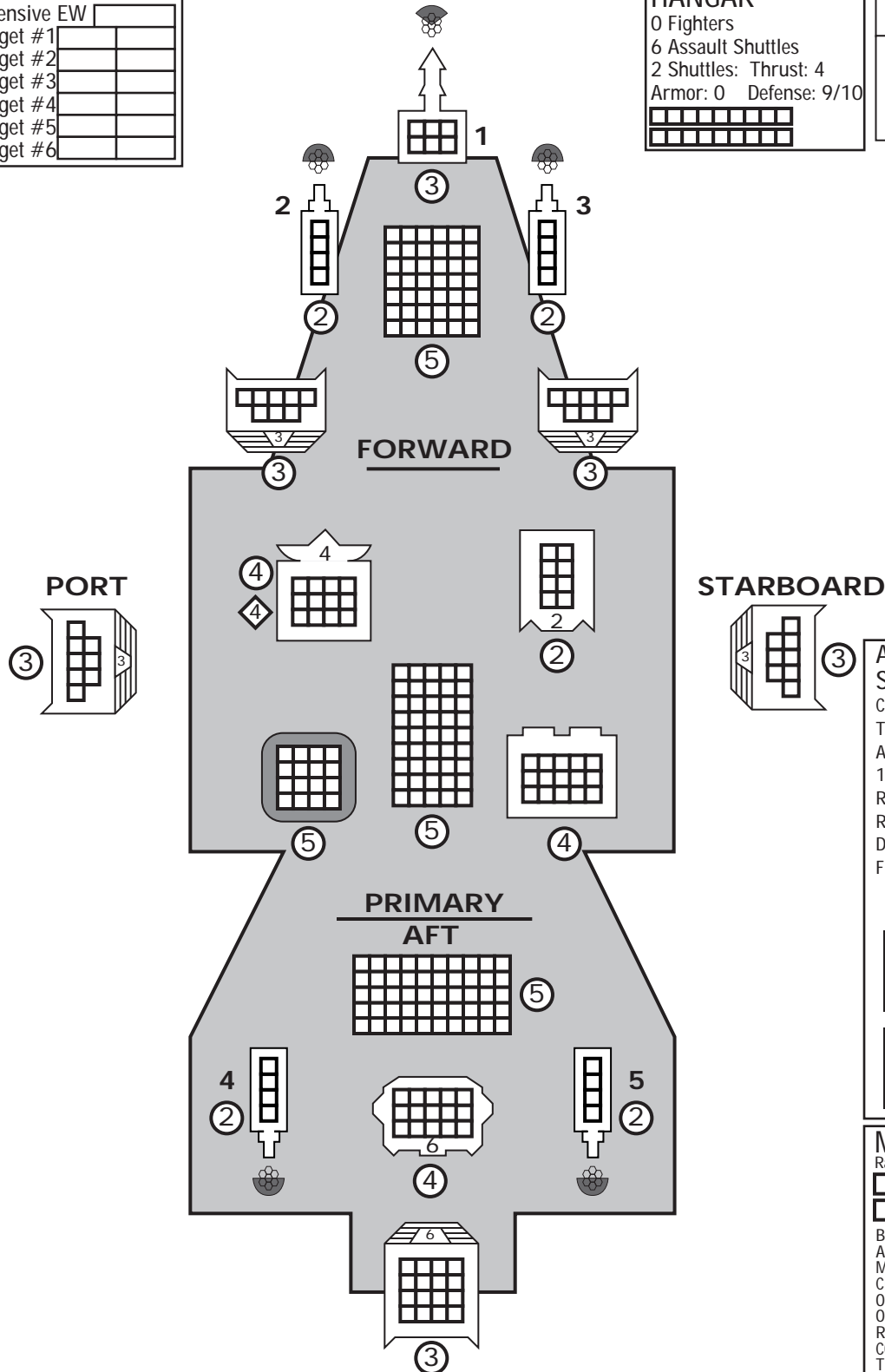
HANGAR

0 Fighters

6 Assault Shuttles

2 Shuttles: Thrust: 4

Armor: 0 Defense: 9/10



PORT

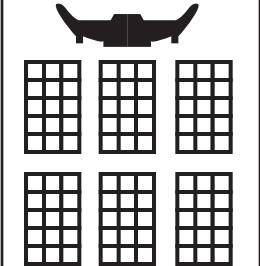
STARBOARD

FORWARD

PRIMARY
AFT

ANROETH ASSAULT SHUTTLES

Cost: 26 Defense: 9/10
Thrust: 4 Offense: +3
Armor: 1 Initiative: +9
1 Ultralight Particle Beam
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+1
Firing Arc:



MISSILES

Rack #1



BEFORE 2240, THIS SHIP WAS ARMED WITH CLASS-S0 MISSILE RACKS INSTEAD OF CLASS-S. S0-RACKS HAVE ONLY 12 MISSILES INSTEAD OF THE 20 SHOWN ABOVE. REDUCE SHIP COST BY 3 COMBAT POINTS IF USING THIS VERSION.

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Class-S or Class-S0 Missile Rack
- Std Particle Beam