



# Marsforce Escort Frigate

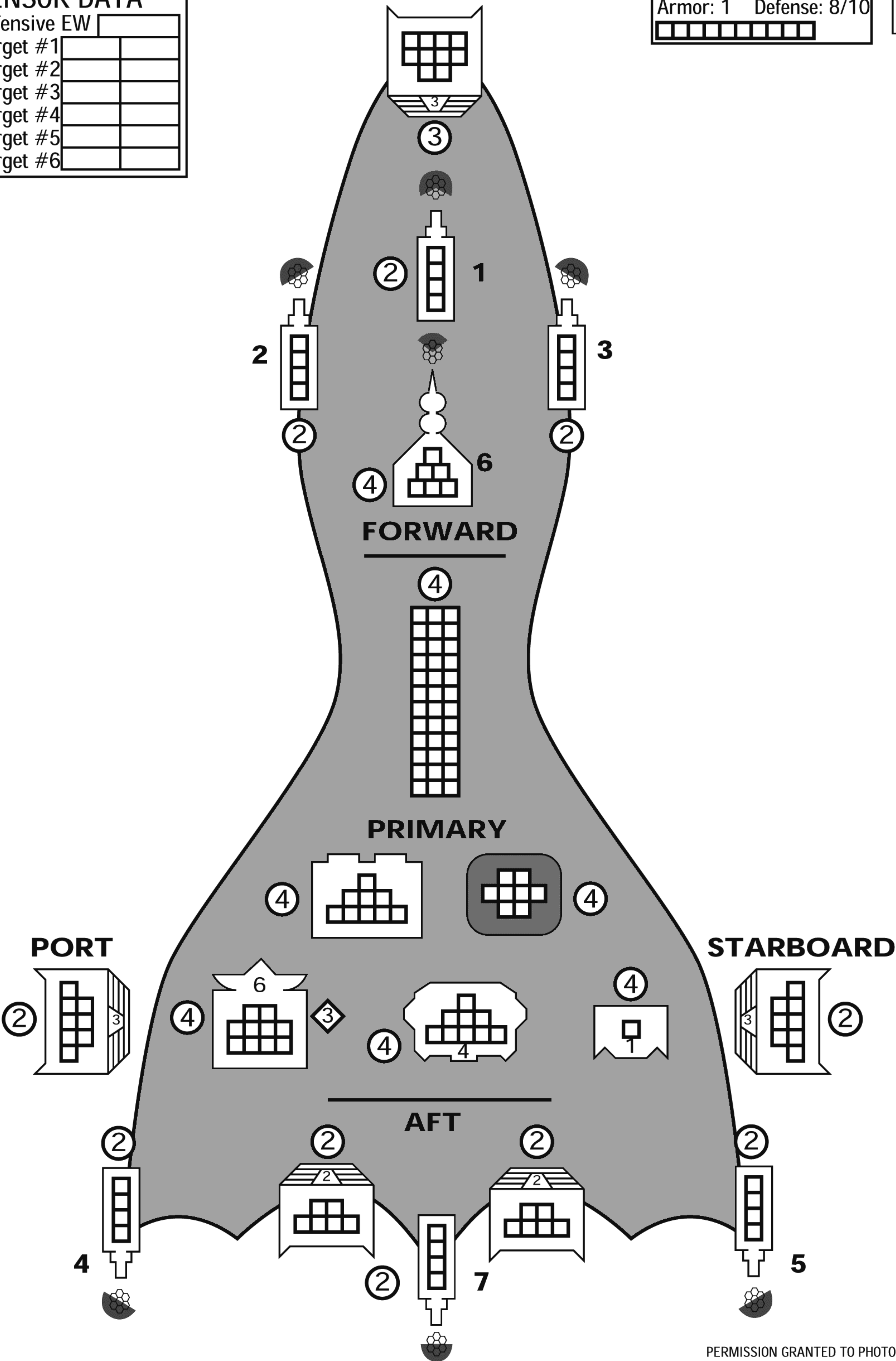
SPECS			MANEUVERING					COMBAT STATS				
Class: Medium Ship			Turn Cost: 1/3 Speed					Fwd/Aft Defense: 11				
In Service: 2261			Turn Delay: 1/3 Speed					Stb/Port Defense: 12				
Point Value: 360			Accel/Decel Cost: 1 Thrust					Engine Efficiency: 2/1				
Ramming Factor: 40			Pivot Cost: 1 Thrust					Extra Power: 0				
Jump Delay: N/A			Roll Cost: 1 Thrust					Initiative Bonus: +13				
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4




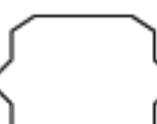

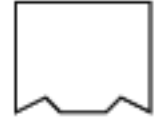


WEAPON DATA
Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn
Medium Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

FORWARD HITS
1-6: Retro Thrust
7-10: Std Particle Beam
11: Medium Pulse Cannon
12-17: Structure
18-20: PRIMARY Hit
AFT HITS
1-8: Main Thrust
9-11: Std Particle Beam
12-17: Structure
18-20: PRIMARY Hit
PRIMARY HITS
1-5: Port/Stb Thrust
6-9: Cargo
10-12: Engine
13-15: Sensors
16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES
Agile Ship
Atmospheric Capable
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
0 Fighters
1 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Std Particle Beam
	Med Pulse Cannon