



Mars Force Phobos Heavy Frigate

SPECS

Class: Hvy Combat Vsl
In Service: 2264
Point Value: 750
Ramming Factor: 140
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 14 (10)
Stb/Port Defense: 15 (11)
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

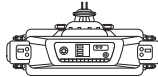
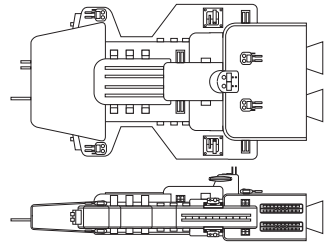
WEAPON DATA

Heavy Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 15 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/-1
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

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

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

Interceptor Mk-II
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+8
Fire Control: -/-/+8
Range Penalty: -2 per hex



FORWARD HITS

1-3: Retro Thrust
4-6: Heavy Pulse Cannon
7-8: Interceptor
9-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-8: Std Particle Beam
9-10: Pulse Cannon
11-12: Interceptor
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
8-9: Pulse Cannon
10-11: Port/Stb Thrust
12-13: Sensors
14-15: Engine
16: Hangar
17-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

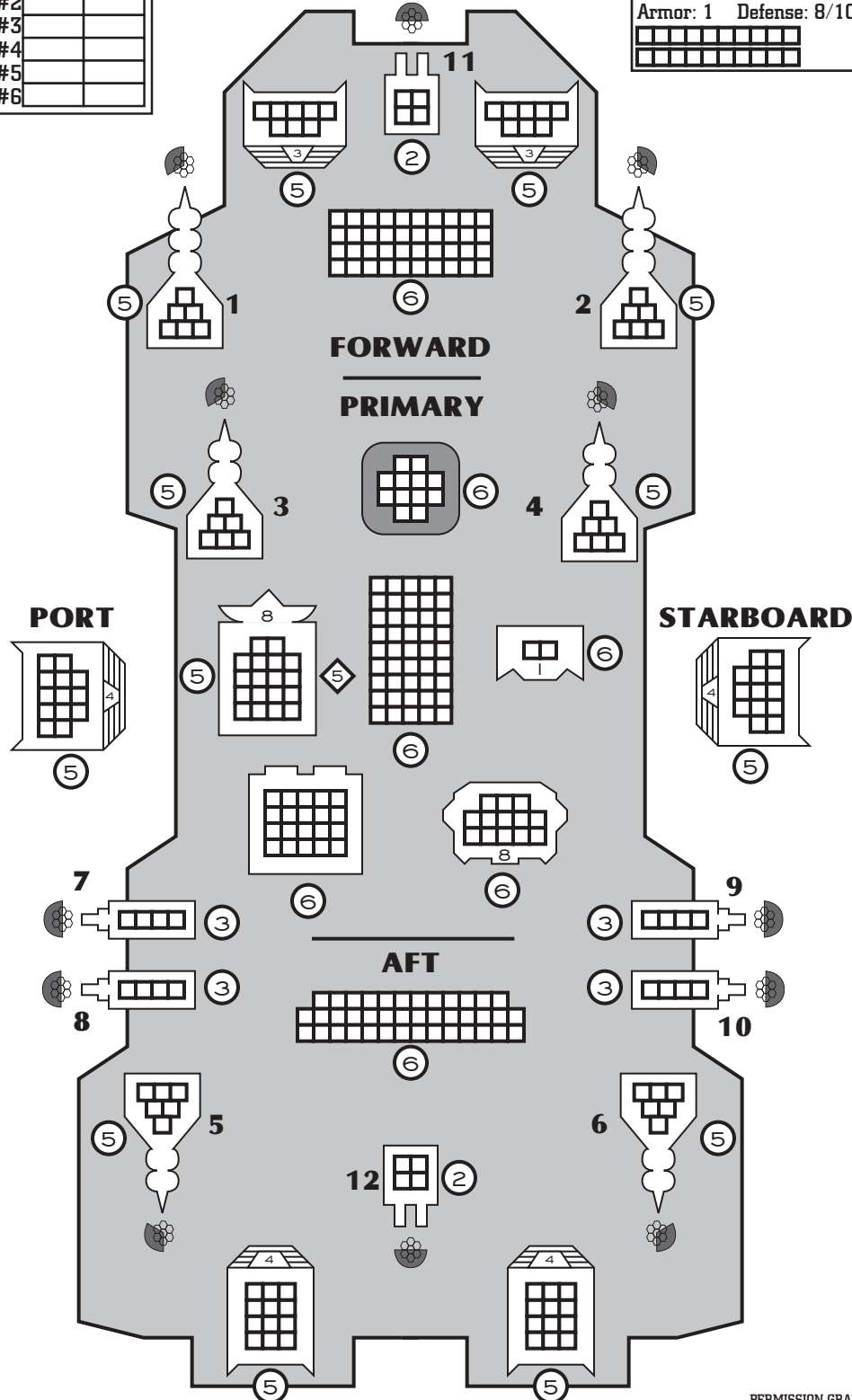
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Std Particle Beam
- Hvy Pulse Cannon
- Pulse Cannon
- Interceptor