

# Vendrizzi Shoshasha Attack Frigate

## SPECS

Class: Medium Ship  
In Service: 1763  
Point Value: 390  
Ramming Factor: 60  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1/3 Speed  
Turn Delay: 1/3 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 2 Thrust  
Roll Cost: 2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 15  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +12

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

## HANGAR

0 Fighters

1 Shuttle: Thrust: 3

Armor: 1 Defense: 13/13



## WEAPON DATA

**Medium Laser Cannon**  
Class: Laser  
Modes: Raking  
Damage: 3d10+12  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

## Light Particle Cannon

Class: Particle  
Modes: Raking  
Damage: 2d10+8  
Range Penalty: -1 per hex  
Fire Control: +4/+2/+0  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

## Light Plasma Cannon

Class: Plasma  
Modes: Standard  
Dmg: 2d10+2 (-1 per 2 hexes)  
Range Penalty: -1 per hex  
Fire Control: +3/+1/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## Blast Xaser Mk-I

Class: Laser  
Modes: Standard  
Damage: 1d10+6  
Range Penalty: -1 per hex  
Fire Control: +0/+0/+2  
Int Rating: -1 (-2 vs. ballistics)  
Rate of Fire: 1 per turn

## Reaper Cannon

Class: Particle+Plasma  
Modes: Standard  
Dmg: 2d10+15 (-1 per 2 hexes)  
Range Penalty: -1 per 2 hexes  
Fire Control: +5/+4/+0  
Intercept Rating: -1  
Rate of Fire: 1 per 3 turns

## FORWARD HITS

1-4: Retro Thrust  
5-6: Medium Laser  
7-8: Lt Plasma Cannon  
9-10: Lt Particle Cannon  
11-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-8: Lt Plasma Cannon  
9-11: Lt Particle Cannon  
12-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-7: Port/Stb Thrust  
8-10: Sensors  
11-13: Engine  
14-15: Hangar  
16-18: Reactor  
19-20: C&C

Note: Light Particle Cannons are part of both forward and aft sections.

## SPECIAL NOTES

Atmospheric Capable  
Agile Ship  
Gravitic Drive System

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

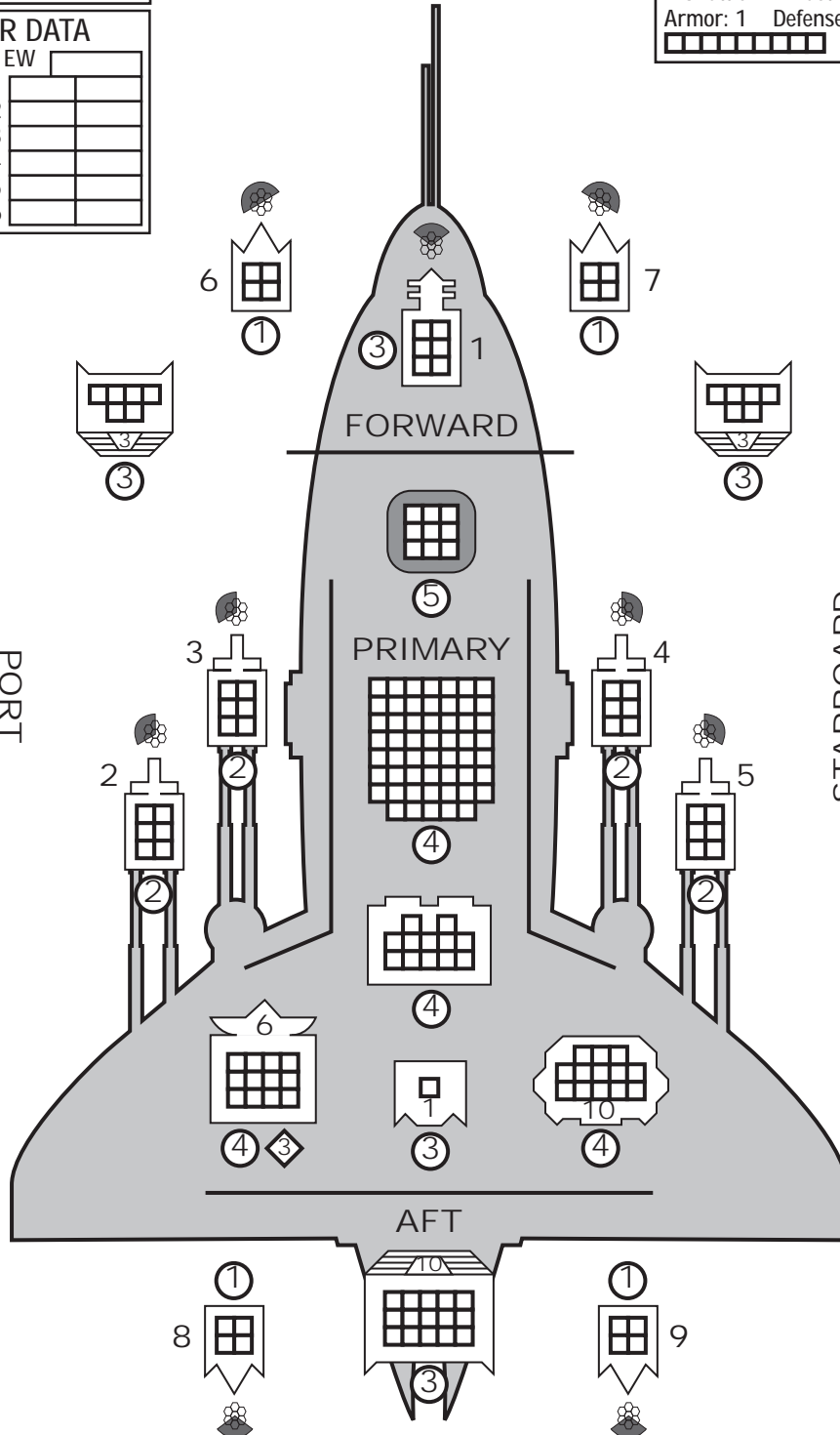
Target #4

Target #5

Target #6


PORT

STARBOARD



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Medium Laser
- Lt Particle Cannon
- Lt Plasma Cannon
- Blast Xaser
- Reaper Cannon

## 1796 Refit

Point Value: 405

- Replace Light Plasma Cannons 6 and 7 with Blast Xaser Mk-1 6 and 7.



## 1834 Refit

(includes 1796 Refit)

Point Value: 465

- Delete all Blast Xasers.
- Replace Light Particle Cannons 2, 3, 4, and 5 with Reaper Cannons 2, 3, 4, and 5.

