



Terran Saphah Class Frigate

SPECS

Class: Capital Ship
In Service: 2372
Point Value: 2240
Ramming Factor: 535
Jump Delay: 14 Turns

MANEUVERING

Turn Cost: 1x Speed
Turn Delay: 1x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 6+6 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

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

Heavy Photon Beam
Class: Laser
Mode: Raking
Damage: 9d10+58
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/-
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: Ignores Shields

Minerva Cannon

Class: Laser
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2

Anti-Fighter Mode

Mode: Standard
Damage: 1d10
Rate of Fire: 3 per turn

Anti-Ship Mode

Mode: Raking (6)
Damage: 3d10
Rate of Fire: 1 per turn
Special: Ignores Shields

Flak Turret

Class: Particle
Mode: Pulse (Raking vs Ships)
Damage: 1d6
Maximum Pulses: 5
Pulse Grouping: +1 per 1
Range Penalty: -1 per hex
Fire Control: +0/+0/+3
Intercept Rating: -3 vs Ballistic
Rate of Fire: 1 per turn
Special: Does not breach fighter shields.

FORWARD HITS

1-3: Retro Thrust
4-6: Hvy Photon Beam
7-8: Flak Turret
9-11: Hvy Particle Turret
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5: CCEW Pod
6: Particle Turret
7: Minerva Cannon
8-9: Hvy Particle Turret
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Hvy Photon Beam
10: Minerva Cannon
11: Particle Turret
12: Piranha Launcher
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Particle Turret
11: Flak Turret
12-13: Jump Drive
14-15: Sensors
16-17: Engine
18-19: Reactor
20: C&C

SPECIAL NOTES

Limited Sensors
Subspace Drive

SENSOR DATA

Defensive EW

Target #1

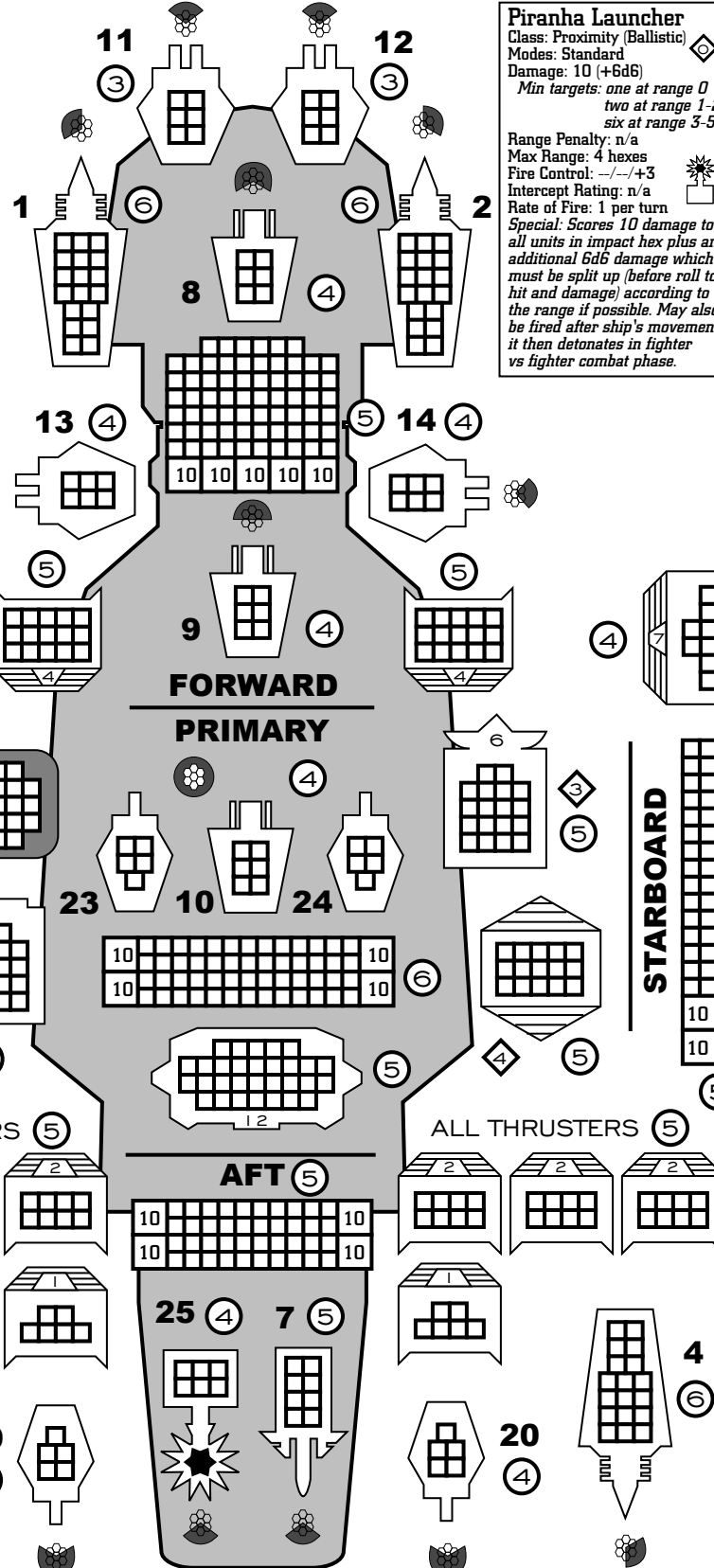
Target #2

Target #3

Target #4

Target #5

Target #6



Piranha Launcher

Class: Proximity (Ballistic)
Modes: Standard
Damage: 10 (+6d6)

Min targets: one at range 0
two at range 1-2
six at range 3-5

Range Penalty: n/a
Max Range: 4 hexes
Fire Control: -/-/+3
Intercept Rating: n/a
Rate of Fire: 1 per turn

Special: Scores 10 damage to all units in impact hex plus an additional 6d6 damage which must be split up (before roll to hit and damage) according to the range if possible. May also be fired after ship's movement, it then detonates in fighter vs fighter combat phase.

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- CCEW Pod

Heavy Particle Turret

Class: Particle
Mode: Standard
Damage: 9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 2 per turn
Alternate Mode: 12 damage, +3/+2/+0, RoF 1 per turn

Particle Turret

Class: Particle
Mode: Standard
Damage: 6
Range Penalty: -3 per 2 hexes
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 3 per turn
Alternate Mode: 8 damage, +3/+2/+0, RoF 2 per turn