

Brixadi Heavy Frigate

SPECS

Class: Medium Ship
In Service: 1957
Point Value: 280
Ramming Factor: 40
Jump Delay: n/a

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 9
Stb/Port Defense: 11
Engine Efficiency: 2/1
Extra Power: -2
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

FORWARD HITS

1-6: Retro Thrust
7-8: Heavy Particle Shot
9-10: Lt Particle Projector
11-17: Forward Structure
18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8: Hangar
9-10: Lt Particle Projector
11-17: Aft Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-10: Port/Stb Thrust
11-13: Sensors
14-17: Engine
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

Special Notes

Agile Ship
Atmospheric Capable

MAIN HANGAR

2 Shuttles: Thrust: 6

Armor: 0 Defense: 9/11



WEAPON DATA

Heavy Particle Shot

Class: Particle
Modes: Standard
Damage: 2d10+9
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Lt. Particle Projector

Class: Particle
Mode: Standard
Damage: 1d6+2
Range Penalty: -2 per hex
Fire Control: +2/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Hvy Particle Projector

Class: Particle
Mode: Standard
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

SENSOR REFIT

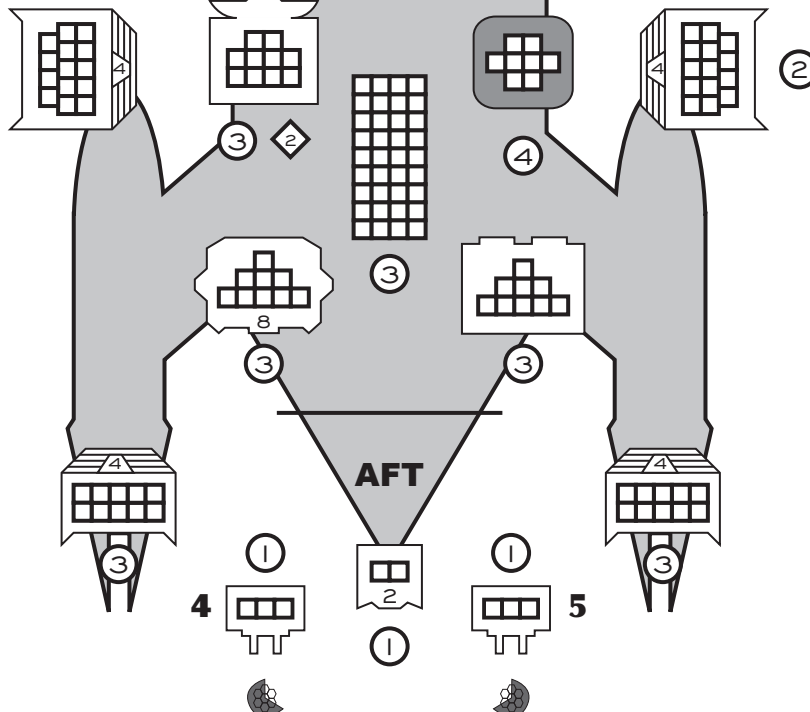
System	1957	2105
Sensors	4	5

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Heavy Particle Shot
- Heavy Particle Projector
- Light Particle Projector

PORT

②



STARBOARD

2105 Refit



Point Value: 295
1. Remove the power deficit.
2. Replace Heavy Particle Shot 1 with Heavy Particle Projector 1. Armor and arcs as shown.