

Brixadi Police Frigates

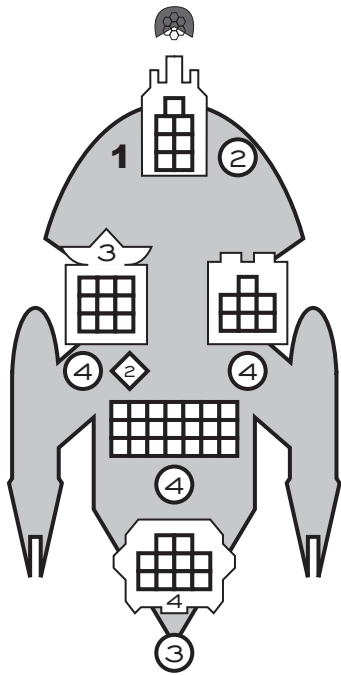
SPECS	MANEUVERING							COMBAT STATS				
Class: Lt Combat Vsl	Turn Cost: 1/3 Speed							Fwd/Aft Defense: 9				
In Service: 1870	Turn Delay: 1/3 Speed							Stb/Port Defense: 9				
Point Value: 60	Accel/Decel Cost: 1 Thrust							Engine Efficiency: 2/1				
Ramming Factor: 30	Pivot Cost: 1 Thrust							Extra Power: 0				
Jump Delay: n/a	Roll Cost: 1 Thrust							Initiative Bonus: +14				
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

HIT LOCATIONS
1-11: Structure
12-15: Particle Shot
16-18: Drive
19: Reactor
20: Control

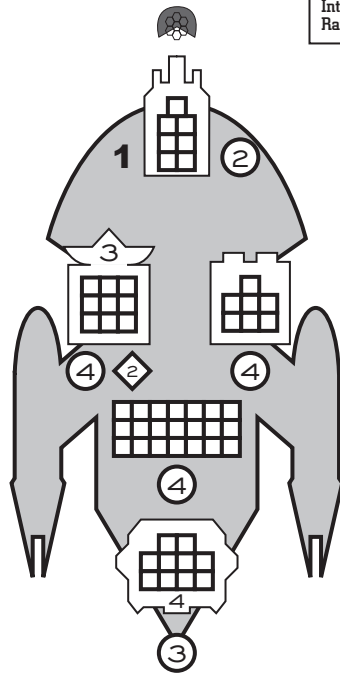
Special Notes
Agile Ship
Atmospheric Capable

WEAPON DATA
Particle Shot
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

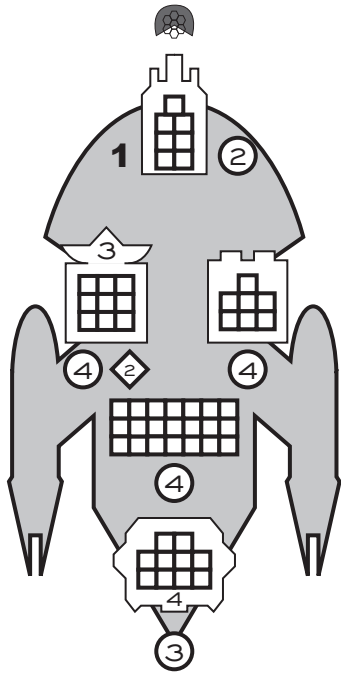
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6



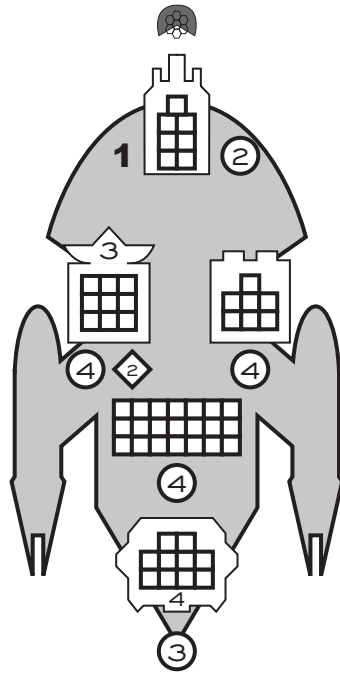
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Defensive EW
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ICON RECOGNITION	
	Control
	Drive
	Reactor
	Particle Shot