

Sal-bez Cur-chk Support Frigate

SPECS

Class: Hvy Combat Vsl
In Service: 2103
Point Value: 400
Ramming Factor: 110
Jump Delay: n/a

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 14
Engine Efficiency: 3/1
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

FORWARD HITS

1-5: Retro Thrust
6-9: Swarm Torpedo
10-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-10: Swarm Torpedo
11-12: Lt Particle Beam
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Port/Stb Thrust
12-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

2 Shuttles: Thrust: 4

Armor: 0 Defense: 11/11



WEAPON DATA

Early Swarm Torpedo

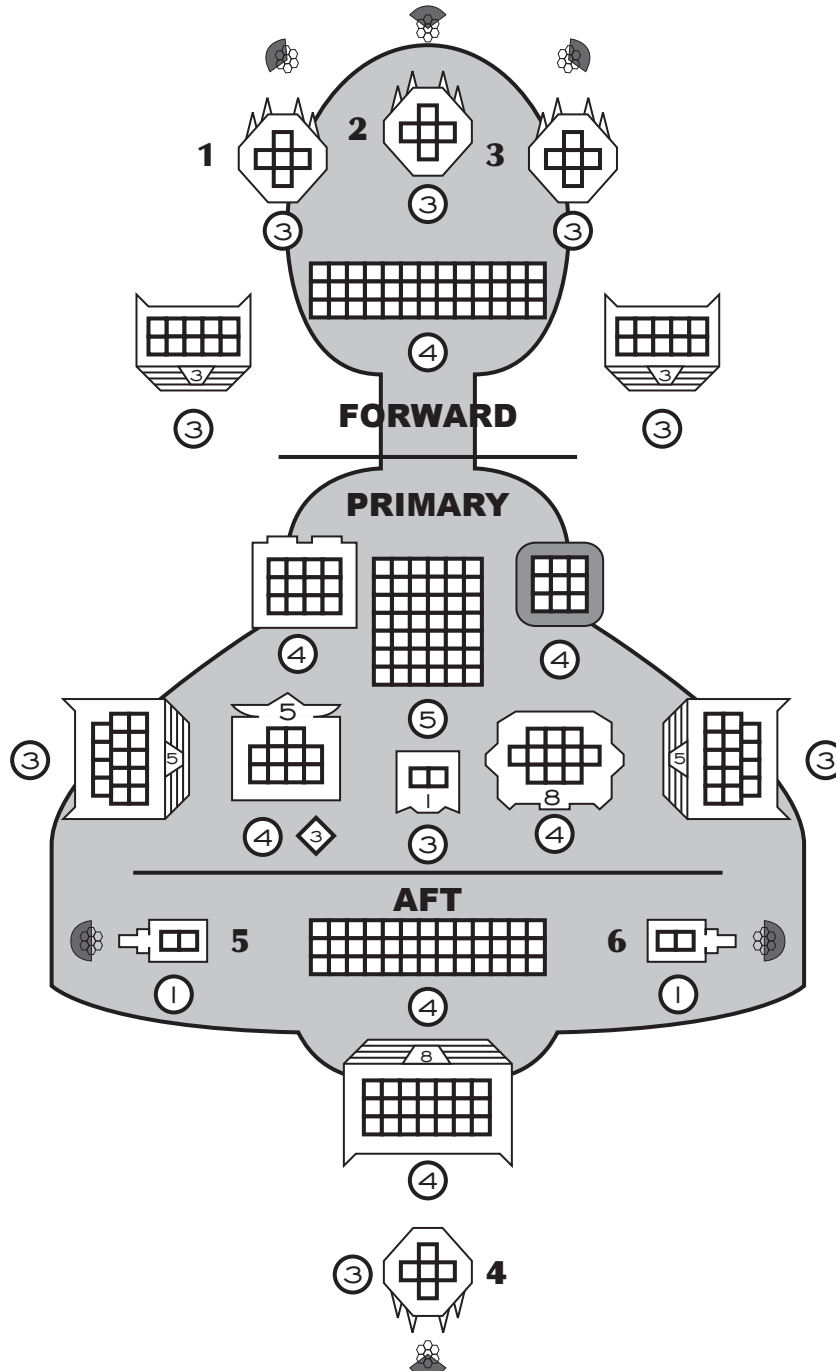
Class: Ballistic
Mode: Pulse
Damage: 10 1d2 Times
Maximum Pulses: 4
Grouping Range: +1 per 6
Maximum Range: 15 (25) hexes
Fire Control: +2/+2/-1
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Swarm Torpedo

Class: Ballistic
Mode: Pulse
Damage: 10 1d3 Times
Maximum Pulses: 6
Grouping Range: +1 per 5
Maximum Range: 30 (40) hexes
Fire Control: +3/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Lt Particle Beam

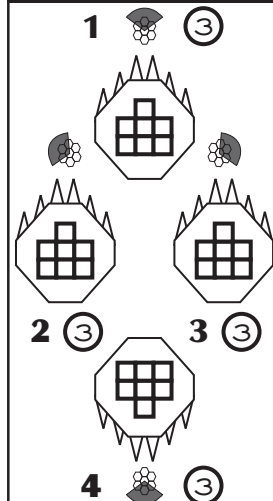
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Swarm Torpedo
- Early Swarm Torpedo
- Lt Particle Beam

2121 Refit



Point Value: 500

1. Replace Early Swarm Torpedoes 1, 2, 3, and 4 with Swarm Torpedoes 1, 2, 3, and 4. Armor and arcs as shown.