

# Sal-bez Zef'jem Heavy Frigate

## SPECS

Class: Hvy Combat Vsl  
In Service: 2102  
Point Value: 375  
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

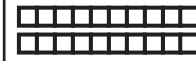
Fwd/Aft Defense: 12  
Stb/Port Defense: 14  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +6

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

## HANGAR

2 Shuttles: Thrust: 4

Armor: 0 Defense: 11/11



## WEAPON DATA

### Heavy Laser Cutter

Class: Laser  
Modes: Raking (6)  
Damage: 5d10+4  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+1/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns

### 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

### Medium Plasma Gun

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

### Med. Plasma Cannon

Class: Plasma  
Modes: Standard  
Dmg: 3d10+4 (-1 per 2 hexes)  
Range Penalty: -1 per hex  
Fire Control: +3/+1/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 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

### Improved Particle Beam

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

## FORWARD HITS

1-5: Retro Thrust  
6-7: Heavy Laser Cutter  
8: Med Plasma Gun  
9: Lt Particle Beam  
10-18: Forward Structure  
19-20: PRIMARY Hit

## AFT HITS

1-8: Main Thrust  
9-10: Med Plasma Gun  
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

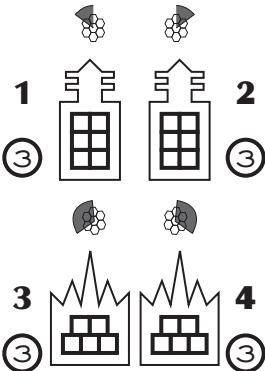
Target #3

Target #4

Target #5

Target #6

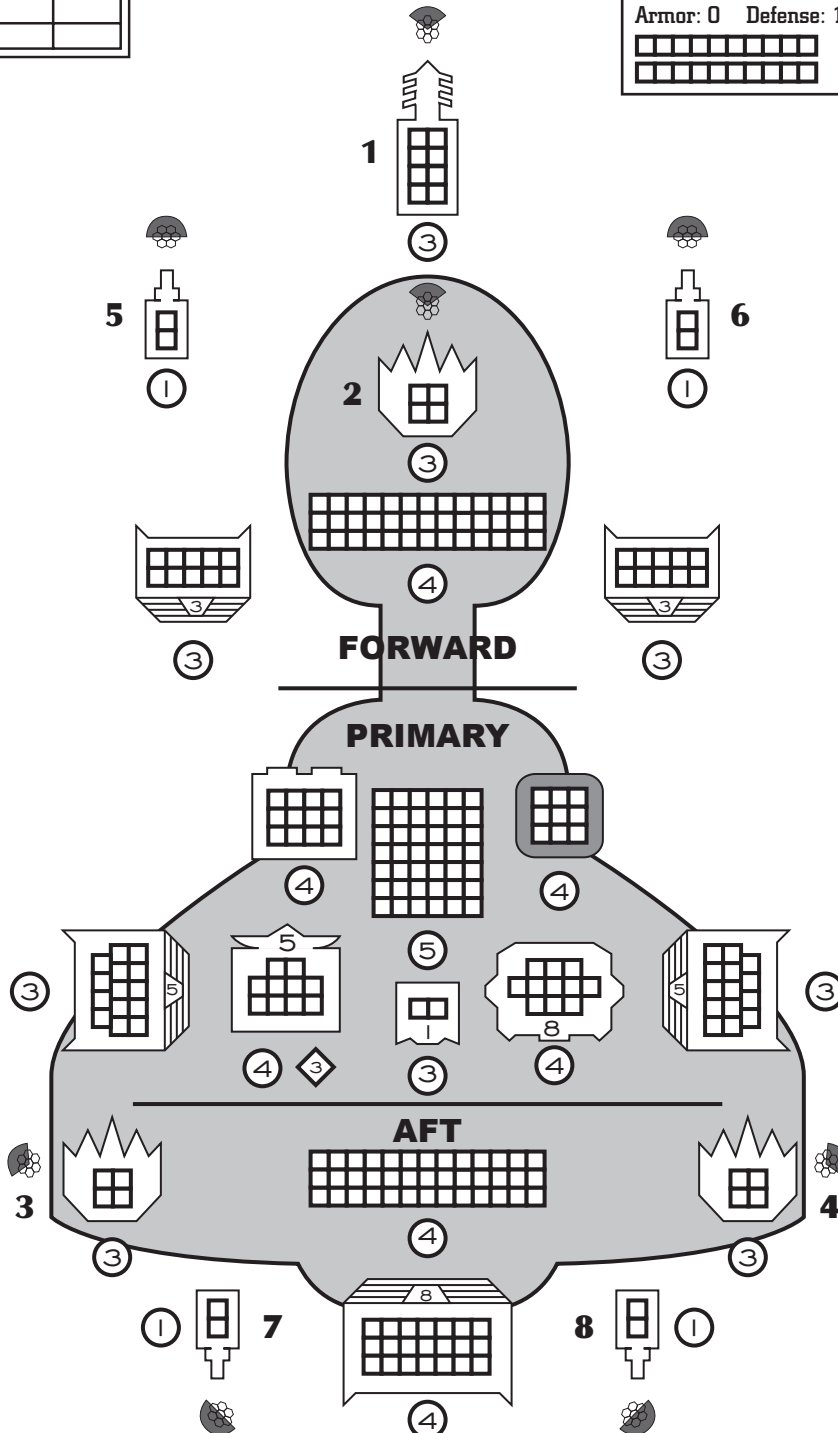
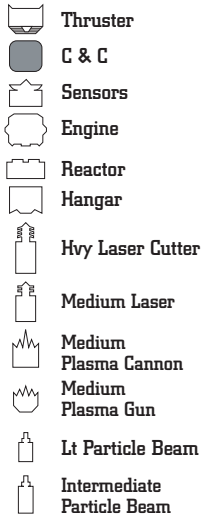
## 2112 Refit



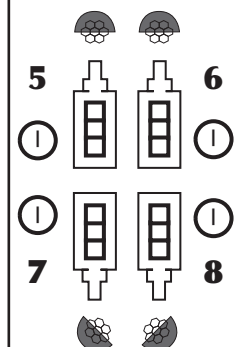
Point Value: 450

1. Replace Hvy Laser Cutters 1 and Med Plasma Gun 2 with Med Lasers 1 and 2 with arcs and armor shown.
2. Replace Med Plasma Guns 3 and 4 with Med Plasma Cannons 3 and 4.

## ICON RECOGNITION



## 2135 Refit



Point Value: 475

1. Replace Lt Particle Beams 5, 6, 7, and 8 with Improved Particle Beams with the shown arcs and armor as shown above.