



# Sanchin Shuto Uke Support Frigate

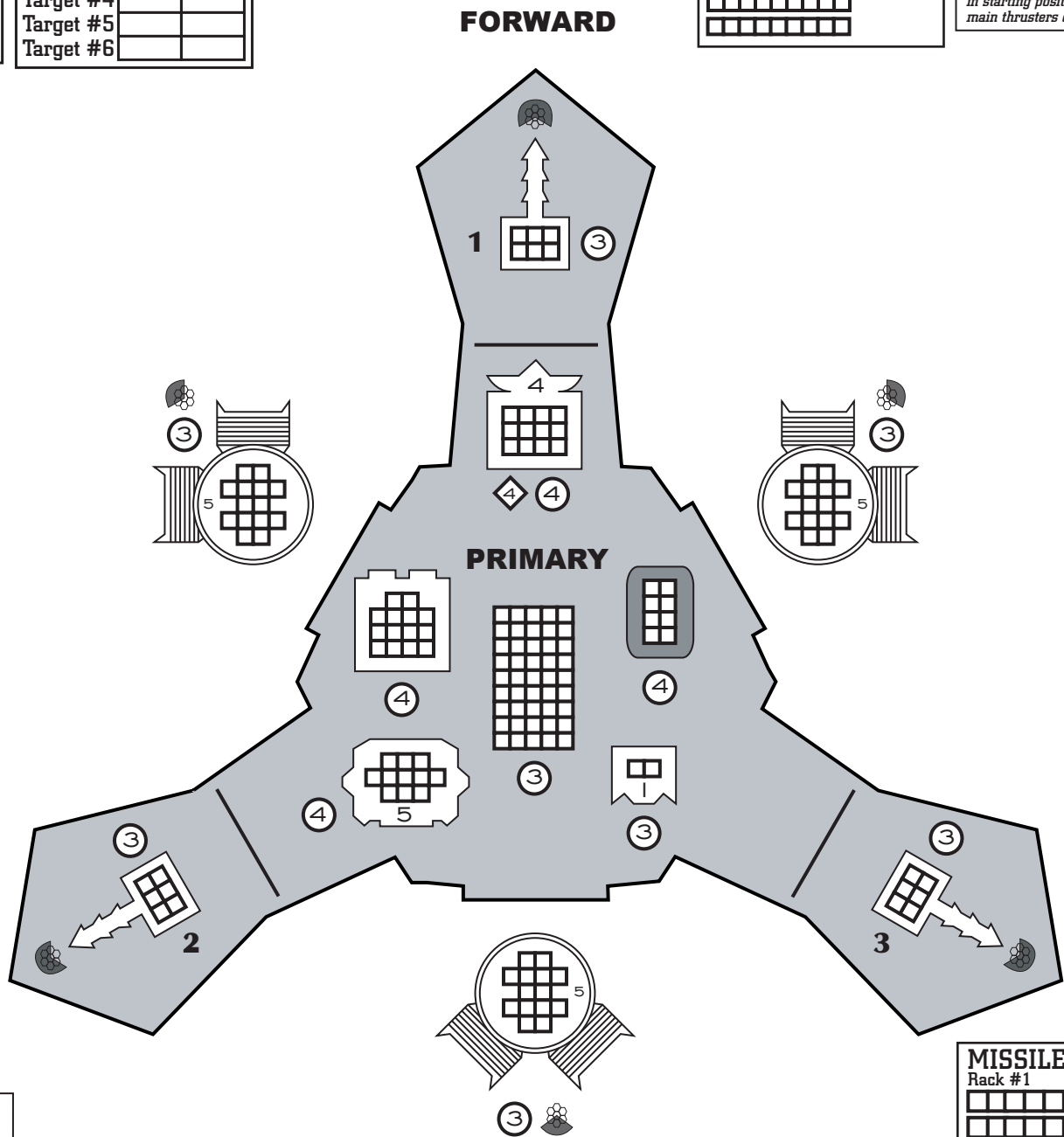
SPECS	MANEUVERING	COMBAT STATS
Class: Medium CV	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 12
In Service: 2244	Turn Delay: 1/2 Speed	Stb/Port Defense: 12
Point Value: 350	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 3/1
Ramming Factor: 50	Pivot Cost: 1+1 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 3+3 Thrust	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 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA
<b>Class-L Missile Rack</b>
Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns
<b>Omni-Thrusters</b>
Act as forward/aft and appropriate side thruster. Have a thrust rating equal to value in icon. Treated as a normal thruster for purposes of criticals. When facing at diagonals, they are treated as facing only the one hexside and thus thrust in one direction (ie Aft Thrust in starting position treated as main thrusters only).

GENERAL HITS
1-5: Omni-Thruster
6-9: Class-L Rack
10-17: Structure
18-20: PRIMARY Hit
PRIMARY HITS
1-5: Sensors
6-10: Engine
11-13: Hangar
14-18: Reactor
19-20: C&C

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

HANGAR
0 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 6/8



ICON RECOGNITION
Omni-Thruster
C & C
Sensors
Engine
Reactor
Hangar
Class-L Missile Rack

MISSILES
Rack #1
Rack #2
Rack #3