

# Sorithian Fylon frigate

SPECS		MANEUVERING					COMBAT STATS					
Class: Medium Ship		Turn Cost: 1/3 Speed					Fwd/Aft Defense: 11					
In Service: 2209		Turn Delay: 1/2 Speed					Stb/Port Defense: 11					
Point Value: 300		Accel/Decel Cost: 1 Thrust					Engine Efficiency: 2/1					
Ramming Factor: 40		Pivot Cost: 1+1 Thrust					Extra Power: 0					
Jump Delay: N/A		Roll Cost: 1+1 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

Light Laser Cannon

Class: Laser  
 Modes: Raking  
 Damage: 2d10+7  
 Range Penalty: -1 per hex  
 Fire Control: +2/+1/-2  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

## Class-50 Missile Rack

Class: Ballistic  
Missiles: 12  
Range Penalty: None  
Fire Control: +2/+2/+2  
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

**FORWARD HITS**  
 1-3: Retro Thrust  
 4-7: Light Laser Cannon  
 8-10: Missile Rack  
 11-12: Lt Particle Beam  
 13-17: Structure  
 18-20: PRIMARY Hit

## SPECIAL NOTES

**Atmospheric Capable Missile Racks may only be loaded with Class-D Light Missiles**

**AFT HITS**  
1-5: Main Thrust  
6-7: Lt Particle Beam  
8-14: Structure  
15-20: PRIMARY Hit

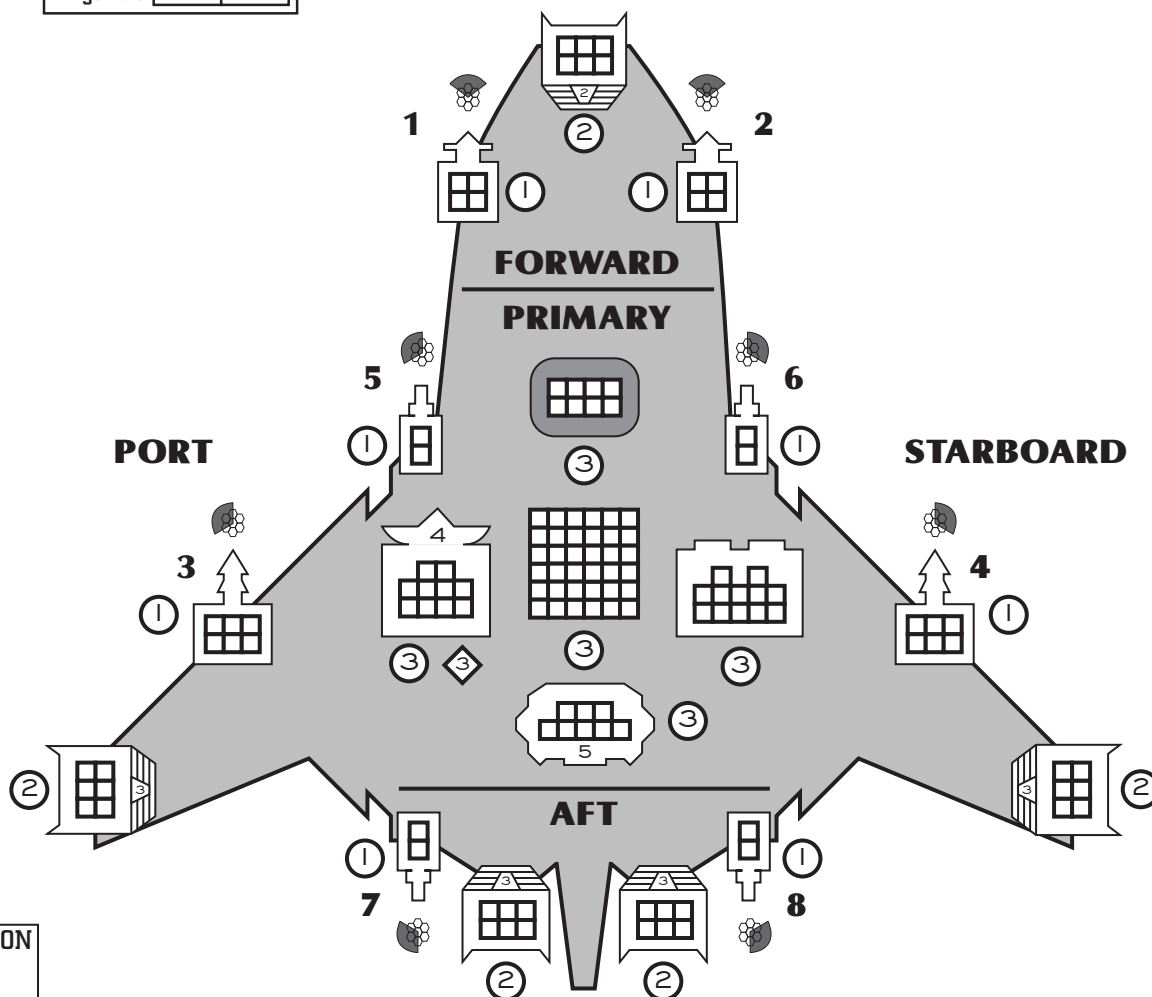
## SENSOR DATA

## Defensive EW

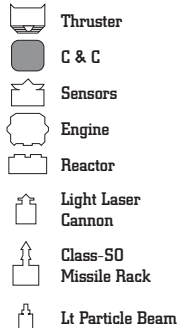
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

## PRIMARY HITS

1-8: Port/Stb Thrust  
9-11: Sensors  
12-14: Engine  
15-17: Reactor  
18-20: C & C



## ICON RECOGNITION



## MISSILES

Rack #3



Rack #4



SHOWDOWNS-10

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