

Tokati Necromancer Frigate

SPECS

Class: Medium Ship
In Service: 2251
Point Value: 360
Ramming Factor: 50
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2 Thrust
Roll Cost: 2 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 14
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

HANGAR

0 Fighters
1 Shuttle: Thrust: 4
Armor: 1 Defense: 9/14



WEAPON DATA

Hvy Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Rocket Launcher

Class: Ballistic
Modes: Standard
Damage: 2d6+2
Range Penalty: n/a
Max Range: 15 hexes
Fire Control: +1/+1/+1
Intercept Rating: n/a
Rate of Fire: 1 per turn

Light 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

1-4: Retro Thrust
5-6: Hvy Plasma Cannon
7-8: Rocket Launcher
9-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Lt Particle Beam
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
12-14: Engine
15-16: Hangar
17-19: Reactor
20: C&C

SPECIAL NOTES

Atmospheric Capable
Agile Ship

SENSOR DATA

Defensive EW

Target #1

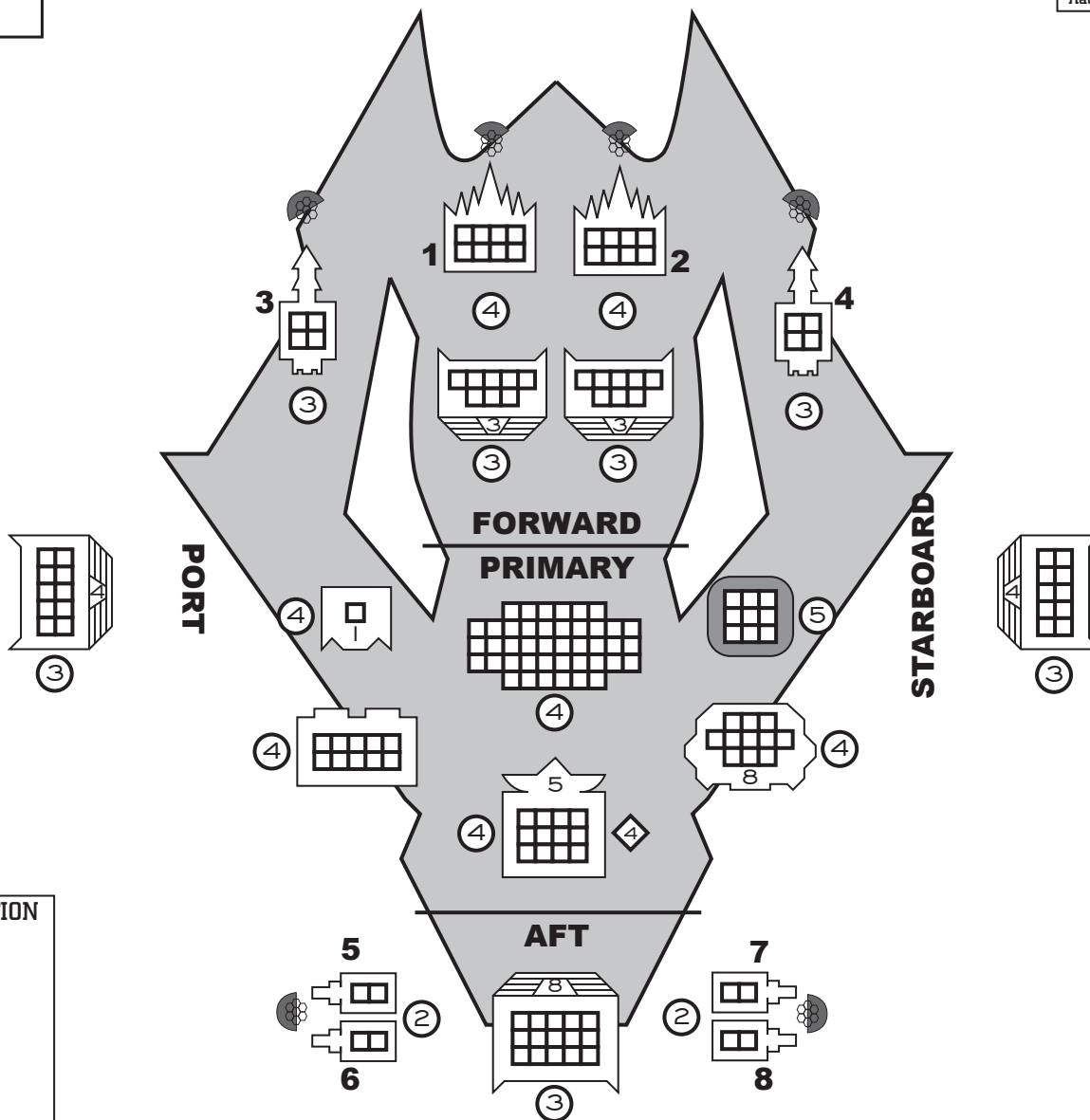
Target #2

Target #3










Target #4

Target #5

Target #6



ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Reactor
-  Hangar
-  Hvy Plasma Cannon
-  Rocket Launcher
-  Lt Particle Beam