

Triplanetary League Missile Frigate

Specifications:

Class: MCV
In Service: 2246
Point Value: 500
Ramming Factor: 70
Jump Delay: n/a

Maneuvering:

Turn Cost: x1/3 Speed
Turn Delay: x1/3 Speed
Accel/Deccel: 2 Thrust
Pivot Cost: 1+1 Thrust
Roll cost: 1+1 Thrust

Defense:

Fwd/Aft Def: 14
Stb/Prt Def: 15
Engine Efficiency: 3/1
Extra Power: 0
Initiative: +12

FOREWARD HITS

1-5 Retro Thrusters
6 Light Laser
7-10 SPB
11-17 Structure
18-20 Primary

AFT HITS

1-8 Main Thrusters
9-10 Missile Rack
11-18 Structure
19-20 Primary

PRIMARY

1-9 Port/Starboard Thruster
10-12 Sensors
13-15 Engine
16-18 Reactor
19-20 C&C

ELECTRONIC WARFARE

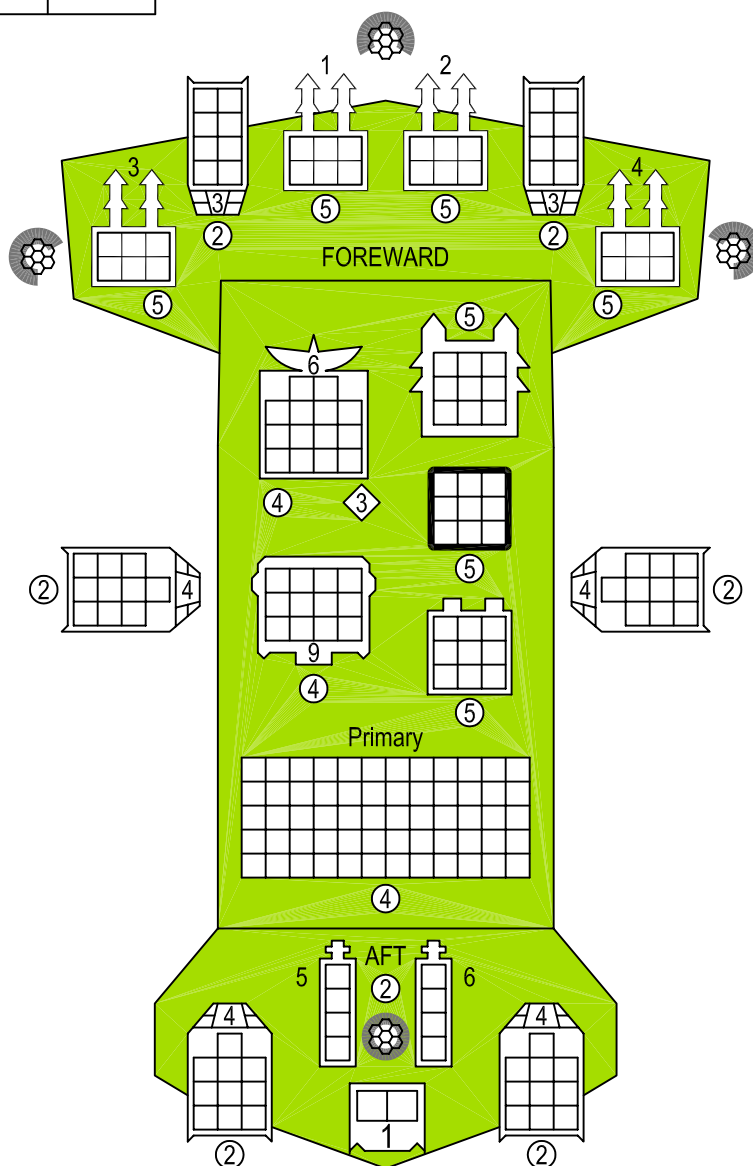
DEF. ECM	
TARGET 1	
TARGET 2	
TARGET 3	
TARGET 4	
TARGET 5	
TARGET 6	
CCEW	

SPECIAL NOTES

After 2259, Gunsites on SPB
BPV 535

Hanger:

2 Shuttles THRUST:3
ARMOR:0 DEF: 8/10

**Light Laser**

Mode: Raking
Damage: 2D10+7
Range: -1 / Hex
Fire Control: +2/+1/-2
Intercept: N/A
Rate of Fire: 1/2

Standard Particle Beam

Class: Particle
Mode: Standard
Damage: 1D10+6
Range: -1 per Hex
Fire Control: +4/+4/+4
Intercept: -2
Rate of Fire: 1

Type R Missile Rack

Class: Ballistic
Missiles: 20
Range Bonus: None
Fire Control: +3/+3/+3
Intercept: N/A
Rate of Fire: 1 per Turn

Type R-Missile racks

Rack #1									
Rack #2									
Rack #3									
Rack #4									

SPECIAL ICONS**Reload Rack**
