

Triplanetary League A/F Frigate

Specifications:

Class: MCV
In Service: 2256
Point Value: 450
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: +1
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	
15-18	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 2257, Gunsites on SPB
BPV = 460
May use Anti-fighter and chaff missiles
Usual load out 16A, 4C per rack.

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

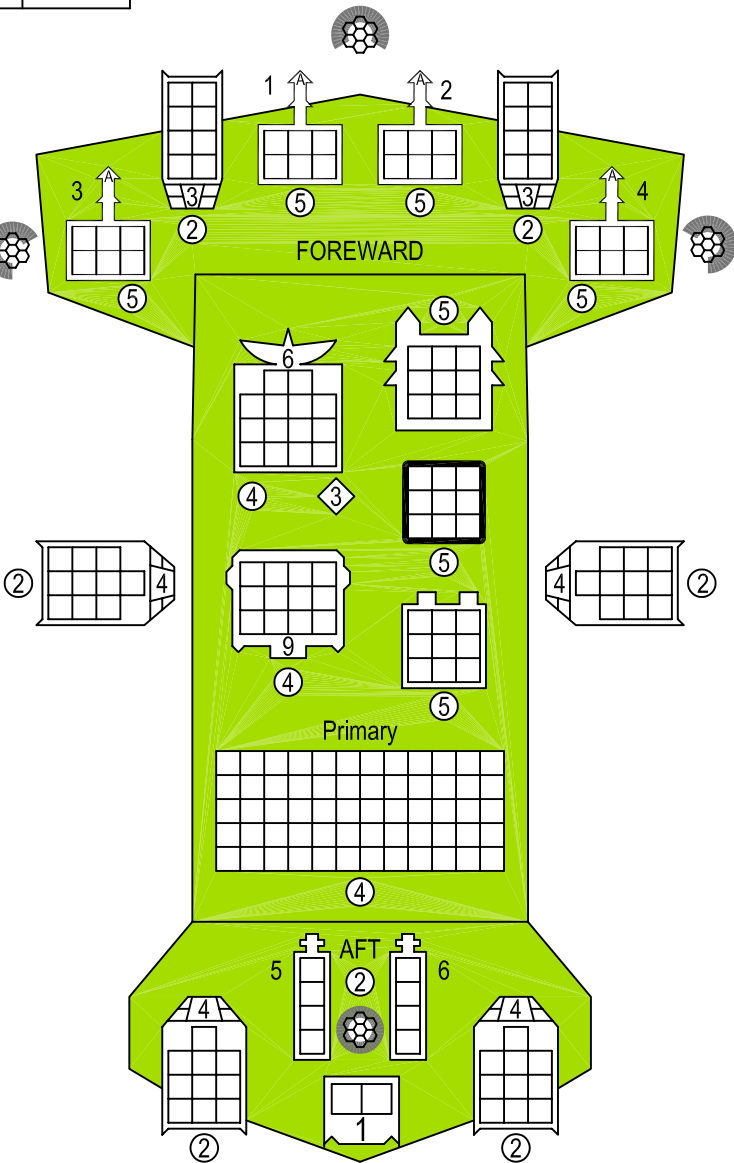
Class: Particle
Mode: Standard
Damage: 1D10+6
Range: -1 per Hex
Fire Control: +4/+4/+4
Intercept: -2
Rate of Fire: 1

Type A Missile Rack

Class: Ballistic
Missiles: 20
Range Bonus: None
Fire Control: +0/+0/+4
Intercept: N/A
Rate of Fire: 1 per Turn

Type A-Missile racks

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



SPECIAL ICONS