

Triplanetary League Frigate

Specifications:		Maneuvering:	Defense:
Class:	MCV	Turn Cost: x1/3 Speed	Fwd/Aft Def: 14
In Service:	2187	Turn Delay: x1/3 Speed	Stb/Prt Def: 13
Point Value:	400	Accel/Deccel: 3/2 Thrust	Engine Efficiency: 2/1
Ramming Factor:	50	Pivot Cost: 1+1 Thrust	Extra Power: 0
Jump Delay:	n/a	Roll cost: 1+1 Thrust	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
Atmospheric capable
Before 2245 S-missile Racks
BPV 375
After 2259, Gunsites on SPB
and Lasers. BPV 425

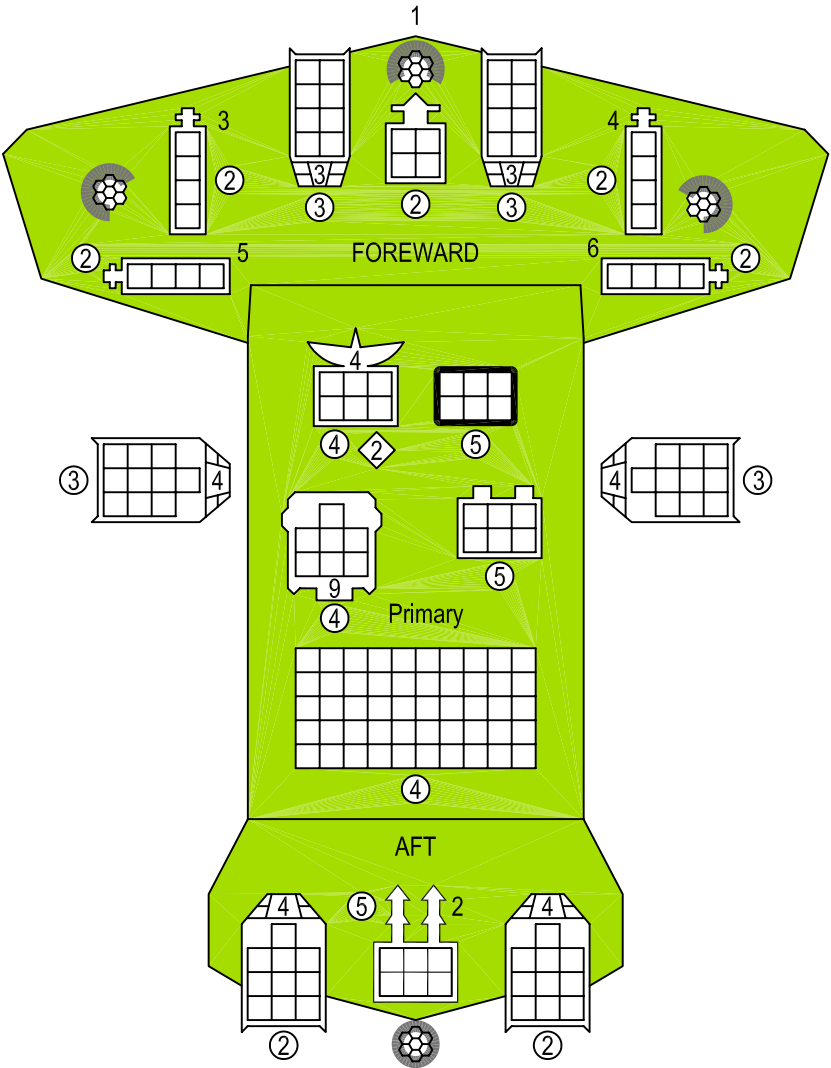
Hanger: None

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 #2	



Before 2245	
S-MISSILE RACK	⬠
CLASS	BALLISTIC
MISSILES	20
RANGE PENELTY	NONE
FIRE CON.	+3/+3/+3
INTERCEPT	N/A
RATE OF FIRE	1/2