

Vinzin Diadasia Attack Frigate

SPECS

Class: Medium Ship
In Service: 2199
Point Value: 425
Ramming Value: 40
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: 10
Stb/Port Defense: 12
Engine Efficiency: 2/1
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

WEAPON DATA

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

Tactical Laser

Class: Laser
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-6: Retro Thrust
7-8: Med Plasma Cannon
9-10: Tactical Laser
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Lt Particle Beam
9-10: Tactical Laser
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9: Lt Particle Beam
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

SPECIAL NOTES

Agile Ship

Atmospheric Capable

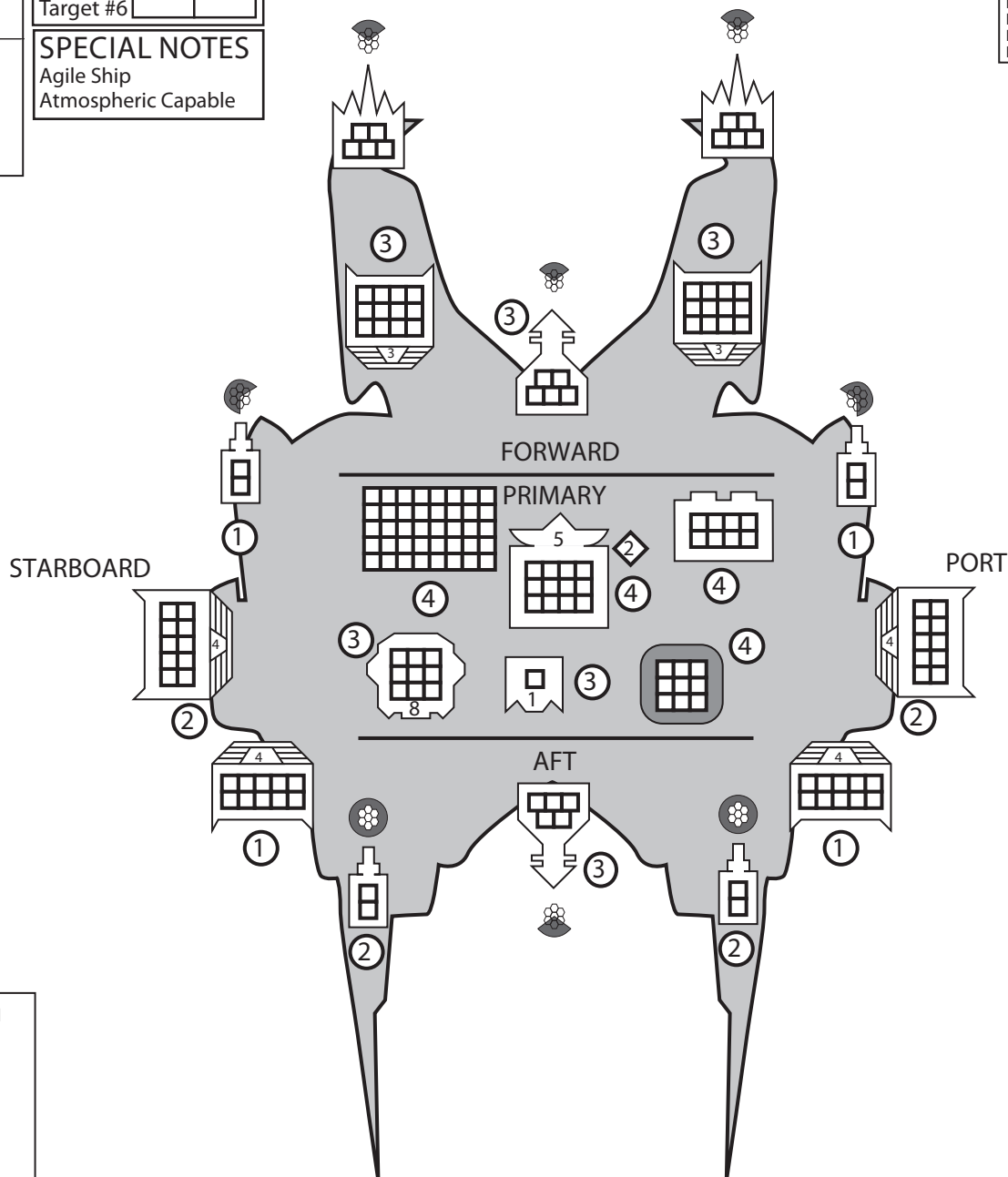
HANGAR

0 Fighters

1 Shuttle: Thrust: 3

Armor: 0 Defense: 10/11

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ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Md. Plasma Cannon
- Light Particle Beam
- Tactical Laser