



2ND EDITION

# NCF Martaebo-Class frigate

## SPECS

Class: Medium Ship  
 In Service: ????  
 Point Value:  
 Ramming Factor: 30  
 Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 13  
 Stb/Port Defense: 13  
 Engine Efficiency: 5/1  
 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

Version 1.0: 2E/Fate

## WEAPON DATA

**Torpedo Tube**  
 Class: Ballistic (Torpedo)  
 Modes: Standard  
 Damage: 11  
 Range Penalty: None  
 Maximum Range: 20 hexes  
 Fire Control: +2/+0/-  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

**Swarm Launcher**  
 Class: Ballistic (Missile)  
 Missiles: 25  
 Range Penalty: None  
 Fire Control: +0/+0/+0  
 Rate of Fire: 5 per turn

**Swarm Missile**  
 Mode: Standard  
 Damage: 3  
 Launch Range: 8 hexes  
 Maximum Range: 24 hexes  
 Fire Control: +0/+0/+0  
 Intercept Rating: -1  
*Note: Missiles have 1 DEW*

## FORWARD HITS

1-4: Retro Thrust  
 5-7: Torpedo Tube  
 8-17: Structure  
 18-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
 7-9: Swarm Launcher  
 10-17: Structure  
 18-20: PRIMARY Hit

## PRIMARY HITS

1-10: Port/Stbd Thrust  
 11-12: Sensors  
 13-15: Engine  
 16: Hangar  
 17-19: Reactor  
 20: C & C

## SPECIAL NOTES

Ammo Storage Level 1  
 Antiquated Sensors  
 Fission Reactor

## SENSOR DATA

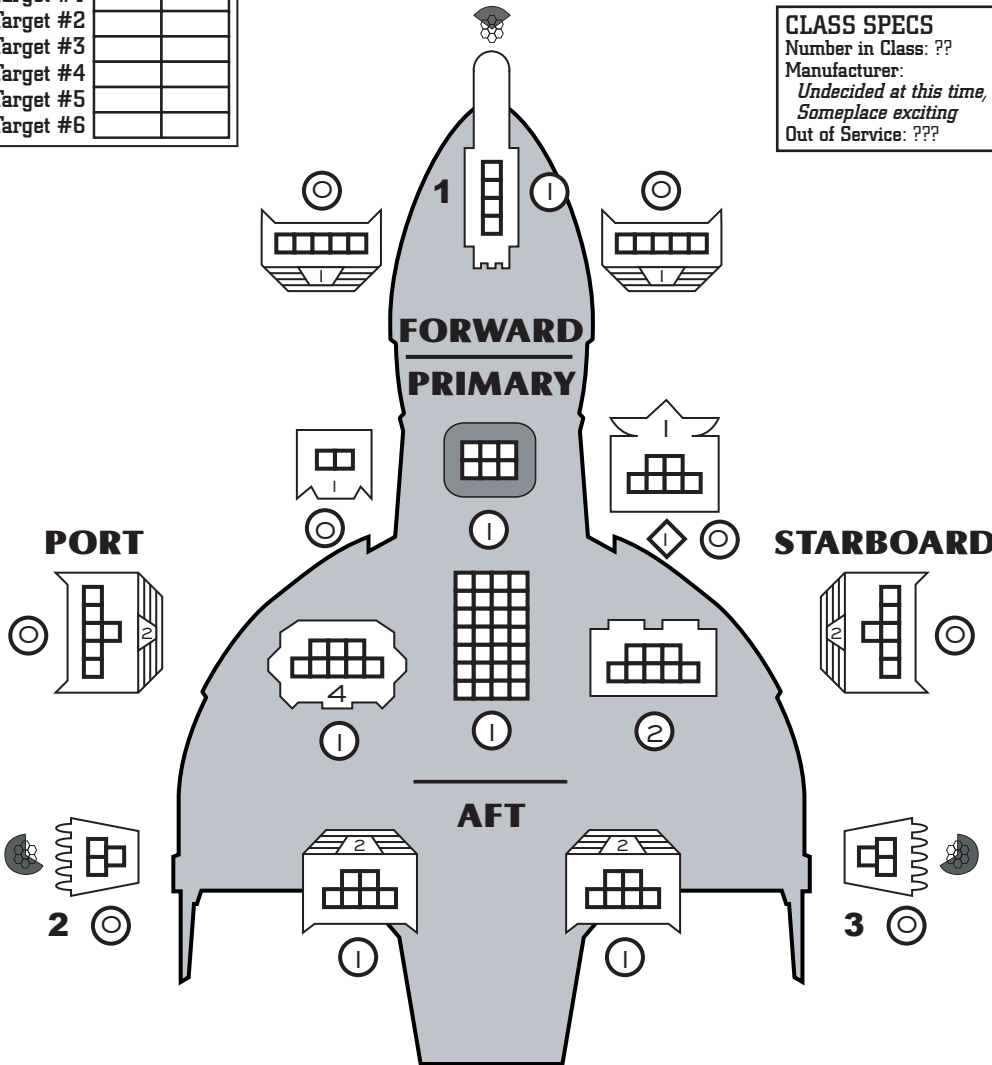
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

## MAIN HANGAR

0 Fighters  
 2 Shuttles: Thrust: 3  
 Armor: 0 Defense: 11/14

## CLASS SPECS

Number in Class: ??  
 Manufacturer:  
*Undecided at this time,  
 Someplace exciting*  
 Out of Service: ???



## TORPEDOS

Rack #1

## MISSILES

Rack #2

Rack #3

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Torpedo Tube
- Swarm Launcher