



2ND EDITION

# NCF Veurr-Class frigate

## SPECS

Class: Medium Ship  
 In Service: ????  
 Point Value:  
 Ramming Factor: 40  
 Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 12  
 Stb/Port Defense: 14  
 Engine Efficiency: 4/1  
 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

**Light Chemical Laser**  
 Class: Laser  
 Modes: Raking (8)  
 Damage: 2d10+2  
 Range Penalty: -1 per hex  
 Fire Control: +1/+1/-1  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

## Gatling Cannon

Class: Projectile  
 Modes: Raking (2)  
 Damage: 2d3+2  
 Range Penalty: -3 per hex  
 Fire Control: +4/+4/+4  
 Intercept Rating: -2  
 (vs Ballistic only)  
 Rate of Fire: 1 per turn

## FORWARD HITS

1-5: Retro Thrust  
 6-8: Lt Chemical Laser  
 9-17: Structure  
 18-20: PRIMARY Hit

## AFT HITS

1-8: Main Thrust  
 9-17: Structure  
 18-20: PRIMARY Hit

## PRIMARY HITS

1-6: Port/Stbd Thrust  
 7-10: Gatling Cannon  
 11-12: CCEW Pod  
 13-14: Sensors  
 15-16: Engine  
 17: Hangar  
 18-19: Reactor  
 20: C & C

## SPECIAL NOTES

Ammo Storage Level 2  
 Antiquated Sensors  
 Fission Reactor

## SENSOR DATA

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

## MAIN HANGAR

0 Fighters  
 1 Shuttle: Thrust: 3  
 Armor: 0 Defense: 11/14

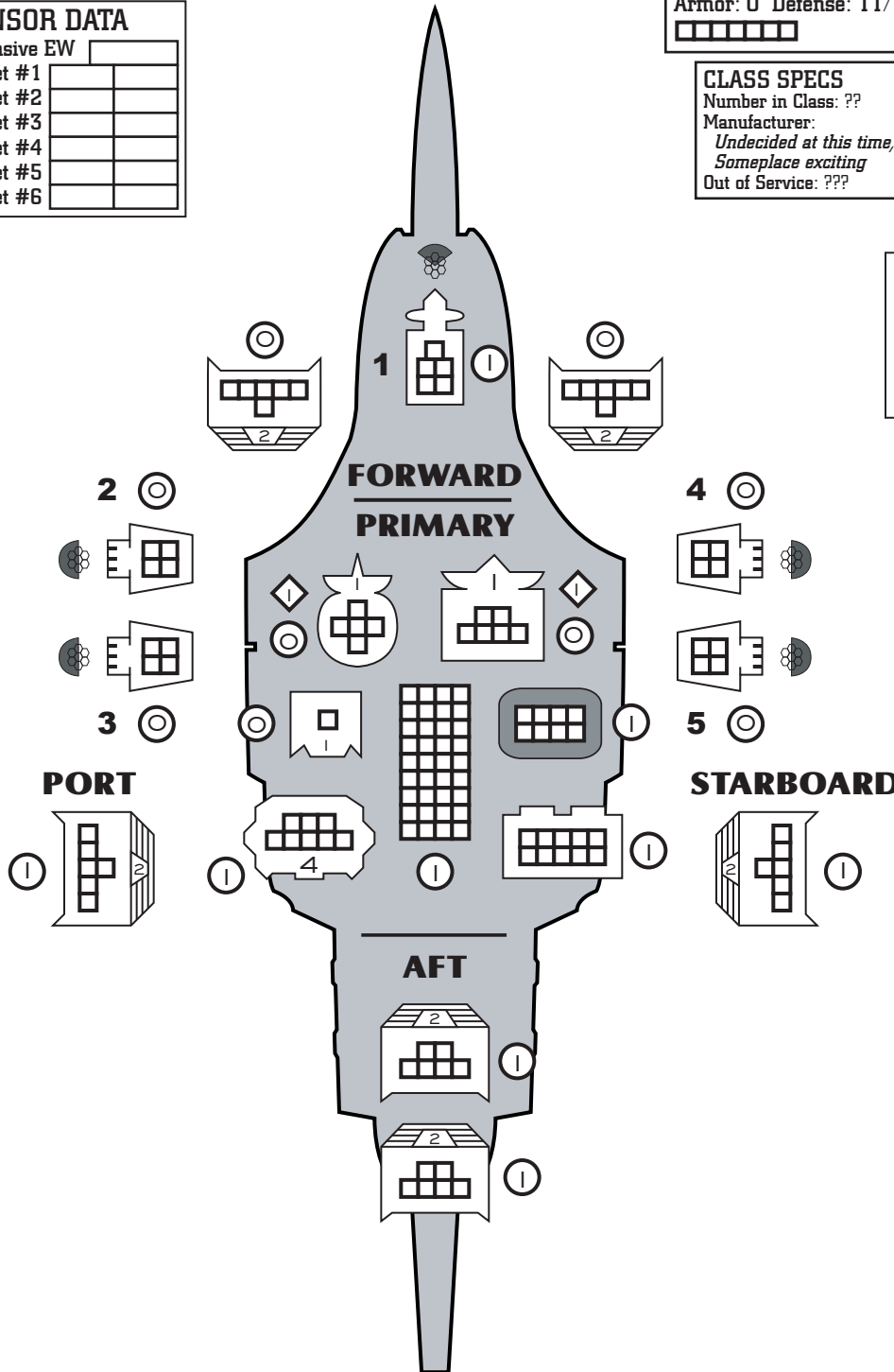
## CLASS SPECS

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

## Chemical Laser Ammunition

Lt Chemical Laser #1

□	□
□	□
□	□
□	□



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Lt Chemical Laser
- Gatling Cannon