

SE Nemeku-Class Missile Frigate

SPECS

Class: Medium Ship
 In Service: ???
 Point Value:
 Ramming Factor: 25
 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: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
 Stb/Port Defense: 13
 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 Bolt Rifle
 Class: Projectile
 Modes: Standard
 Damage: 5
 Range Penalty: -1 per 2 hexes
 Fire Control: +0/+1/-2
 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

HANGAR

6 Guided Missiles
 2 Shuttles (On Rails):
 Thrust: 3 Armor: 0
 Defense: 11/12



CLASS SPECS

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

FORWARD HITS

- 1-5: Retro Thrust
- 6-7: Sensors
- 8-9: Light Bolt Rifle
- 10-17: Structure
- 18-20: PRIMARY Hit

AFT HITS

- 1-5: Main Thrust
- 6-8: Engine
- 9-17: Structure
- 18-20: PRIMARY Hit

PRIMARY HITS

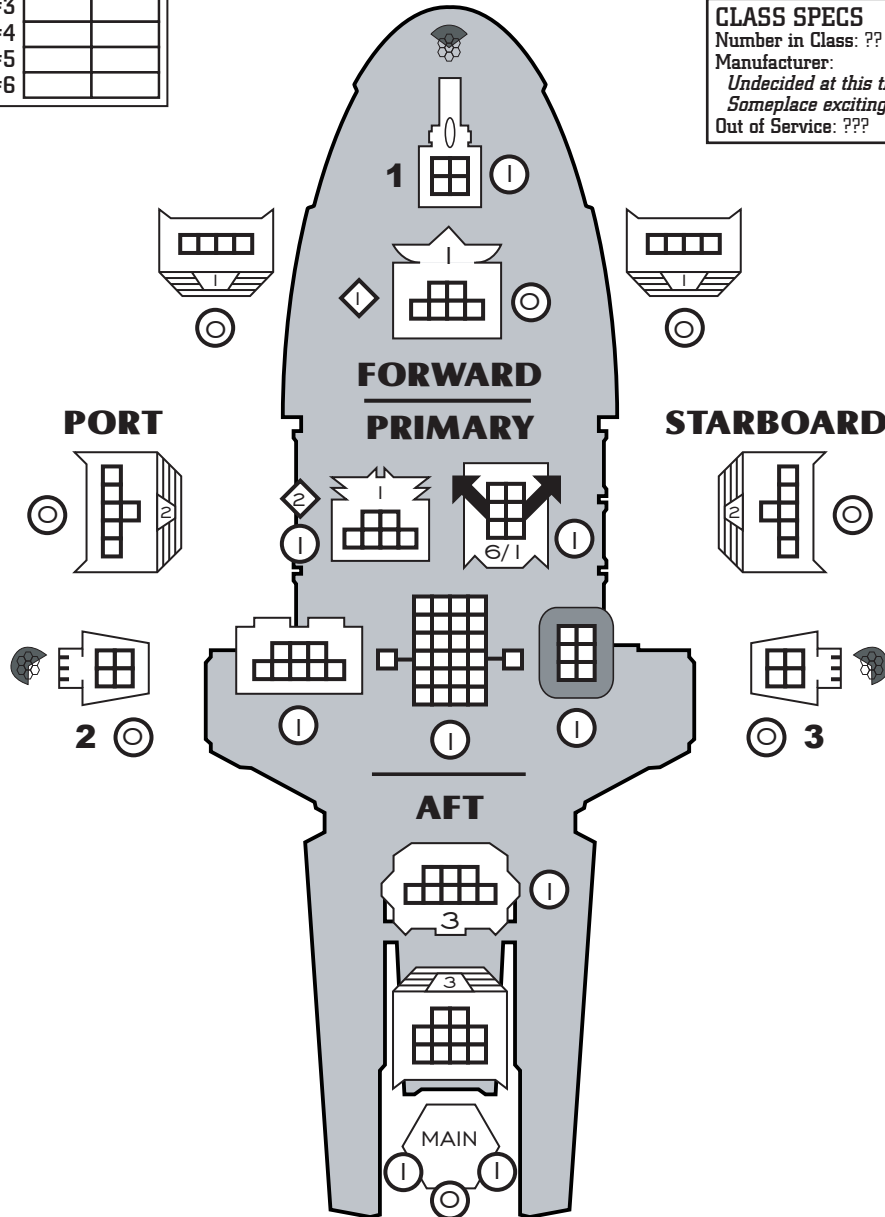
- 1-9: Port/Stbd Thrust
- 10-12: Gatling Cannon
- 13-14: GM Control System
- 15-17: Hangar
- 17-18: Reactor
- 19-20: C & C

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	



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- GM Control System
- Light Bolt Rifle
- Gatling Cannon