

SE Pamit-Class Recon frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13
In Service: ????	Turn Delay: 1/2 Speed	Stb/Port Defense: 11
Point Value: ?? each	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 4/1
Ramming Factor: 30	Pivot Cost: 2+1 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	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's Turning

WEAPON DATA
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 <i>Note: No inherent OEW</i>
Mine Deployer Mode: Special Damage: By Mine Type Launch Range: 0 hexes Fire Control: n/a Intercept Rating: n/a Rate of Fire: 1 per turn <i>Note: During the movement phase, may deploy one mine into any hex the ship passes through (including start hex). Chosen hex is recorded but not declared.</i>
Rated Jammer Prevents lock-ons unless enemy ship's OEW targeting exceeds jammer rating.

HANGAR
0 Fighters
1 Shuttle:
Thrust: 3 Armor: 0
Defense: 11/12

CLASS SPECS
Number in Class: ??
Manufacturer: Unknown
Someplace
Out of Service: ????

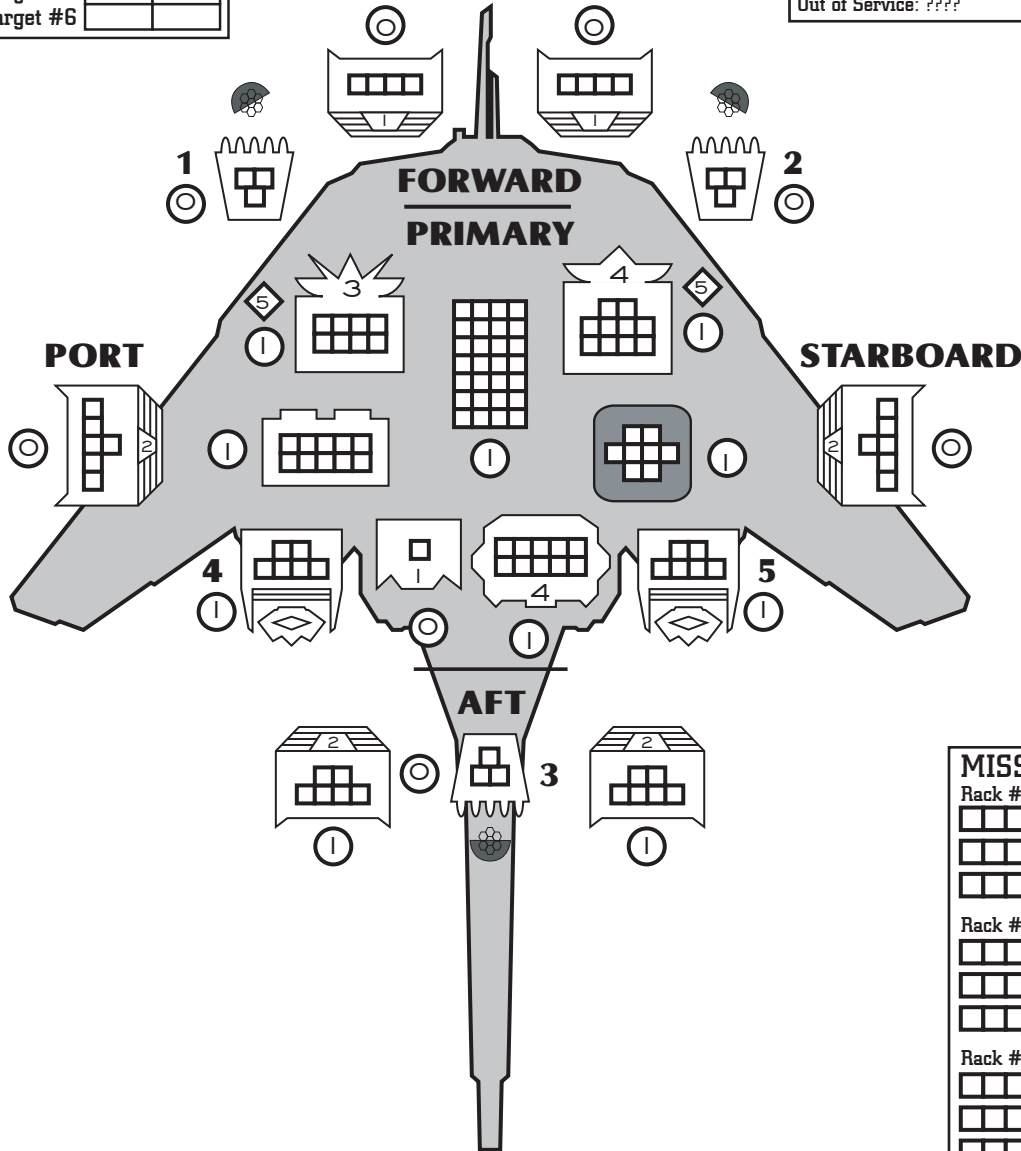
FORWARD HITS
1-5: Retro Thrust
6-9: Swarm Launcher
10-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-7: Main Thrust
8-9: Swarm Launcher
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-5: Port/Stbd Thrust
6-10: Mine Deployer
11: Rated Jammer
12-13: Sensors
14-15: Engine
16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES
Antiquated ELINT (No Blanket DEW)
Ammo Storage Level 1
Fission Reactor

SENSOR DATA	
Defensive EW	<input type="checkbox"/>
Target #1	<input type="checkbox"/>
Target #2	<input type="checkbox"/>
Target #3	<input type="checkbox"/>
Target #4	<input type="checkbox"/>
Target #5	<input type="checkbox"/>
Target #6	<input type="checkbox"/>



Type A Mine Type: Proximity Damage: 8 Signature: 2 Cost: 3 each
Type B Mine Type: Proximity Damage: 10 Signature: 3 Cost: 4 each
Type C Mine Type: Captor Damage: 8 Signature: 2 Range: 2 hexes Accuracy: +1 Cost: 6 each

MISSILES	
Rack #1	
Rack #2	
Rack #3	
Rack #4 (Mines)	
Rack #5 (Mines)	

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Rated Jammer
Mine Deployer
Swarm Launcher