

Savaste Empire

Name: _____ Counter: _____



SE Rusalka-Class Heavy Frigate

SPECS		MANEUVERING		COMBAT STATS	
Class: Hvy Combat Vsl	In Service: ????	Turn Cost: 2/3 Speed	Turn Delay: 1/2 Speed	Fwd/Aft Defense: 14	Stb/Port Defense: 12
Point Value: ?? each	Ramming Factor: 85	Accel/Decel Cost: 2 Thrust	Pivot Cost: 2+1 Thrust	Engine Efficiency: 4/1	Extra Power: 0
Jump Delay: N/A		Roll Cost: 2+2 Thrust		Initiative Bonus: +6	
Speed	1 2 3 4 5 6 7 8 9 10 11 12				
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8				
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6				

Version 1.0: 2E/Fate's Turning

HANGAR

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

CLASS SPECS

Number in Class: ??
Manufacturer: *Unknown*
Someplace
Out of Service: ????

WEAPON DATA

Laser Cannon
Class: Laser
Modes: Raking (7)
Damage: 3d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +3/-1/-
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Light Laser Cannon
Class: Laser
Modes: Raking (5)
Damage: 2d10+6
Range Penalty: -1 per 2 hexes
Fire Control: +2/-1/-
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Barrage Launcher
Class: Ballistic (Missile)
Missiles: 12
Range Penalty: None
Fire Control: +0/-1/-3
Rate of Fire: 3 per turn

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

Barrage Missile
Mode: Standard
Damage: 5
Launch Range: 12 hexes
Maximum Range: 36 hexes
Fire Control: +0/+0/+0
Intercept Rating: n/a
Note: No inherent OEW

Swarm Missile
Mode: Standard
Damage: 3
Launch Range: 8 hexes
Maximum Range: 24 hexes
Fire Control: +0/+0/+0
Intercept Rating: -1
Note: No inherent OEW

Rated Jammer
Prevents lock-ons unless enemy ship's OEW targeting exceeds jammer rating.

MISSILES

Rack #5	████████	████████	████
Rack #6	████████	████████	████
Rack #7	████████	████████	████

SIDE HITS

- 1-3: Port/Stb Thrust
- 4-6: Laser Cannon
- 7-8: Light Laser Cannon
- 9: Barrage Launcher
- 10-18: Port/Stb Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

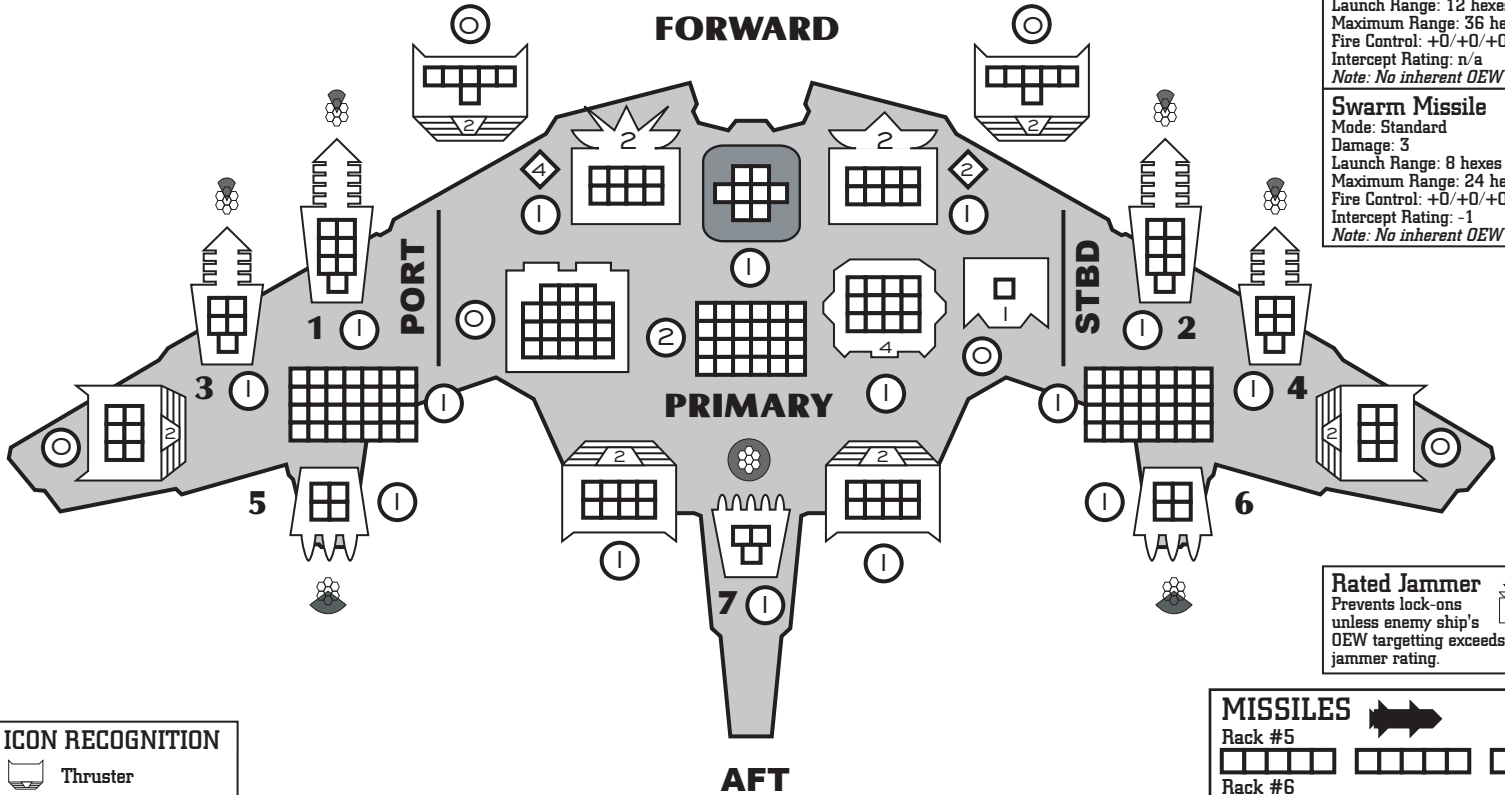
- 1-9: Primary Structure
- 10: Swarm Launcher
- 11-13: Retro/Main Thrust
- 14: Sensors
- 15: Rated Jammer
- 16: Engine
- 17: Hangar
- 18-19: Reactor
- 20: C&C

SPECIAL NOTES

Antiquated Sensors
Ammo Storage Level 1
Fission Reactor
Special Hull Arrangement (No Fwd/Aft Hits)

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
- Rated Jammer
- Laser Cannon
- Light Laser Cannon
- Barrage Launcher
- Swarm Launcher