

Tolkid Gi'Shano Missile Frigate

SPECS

Class: Medium Ship
In Service: 1501
Point Value: 130
Ramming Factor: 30
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 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: 3/1
Extra Power: +0
Initiative Bonus: +12

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|------------|---|---|---|---|---|---|---|---|---|----|----|----|
| Turn Cost | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 |
| Turn Delay | 1 | 1 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 5 | 6 | 6 |

HANGAR

0 Fighters
1 Shuttle: Thrust: 2
Armor: 0 Defense: 13/13



WEAPON DATA

Missile Launcher

Class: Ballistic
Missiles: 6
Range Penalty: None
Fire Control: -1/-1/-2
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

MIRV Missile

Class: Raking (5)
Missiles: 3d6+2
Max Range: 14 hexes
Fire Control: +0/+0/+0
Intercept Rating: n/a
Special: Rakes treated as separate hits when striking a fighter flight.

MISSILES

Rack# 1



Rack# 2



Rack# 3



Rack# 4



SIDE HITS

1-3: Port/Stb Thrust
4-7: Missile Launcher
8: Gatling Cannon
9-17: Primary Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Retro/Main Thrust
8-11: Engine
12-13: Hangar
14-17: Sensors
18-19: Fuel Cell
20: C & C

SPECIAL NOTES

Ammo Storage Level 1
Fuel Cell Reactors
Limited Sensors
Special Hull Arrangement
(No Fwd/Aft Hits)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

FORWARD

PORT

PRIMARY

STARBOARD

AFT

ICON RECOGNITION



Thruster



C & C



Sensors



Engine



Fuel Cell



Hangar



Autocannon



Gatling Cannon