

Tolkid Mar'Morra Heavy Frigate

SPECS

Class: Medium Ship
In Service: 1514
Point Value: 140
Ramming Factor: 45
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 14
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	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Repeating Cannon

Class: Projectile
Modes: Pulse
Damage: 1d6+5 2 Times
Maximum Pulses: 3
Grouping Range: +1 per 3
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Grape Gun

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

FORWARD HITS

1-4: Retro Thrust
5-6: Fuel Cell
7-9: Grape Gun
10-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Engine
9-11: Repeating Cannon
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-10: Port/Stbd Thrust
11-13: Sensors
14-15: Hangar
16-18: Fuel Cell
19-20: 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

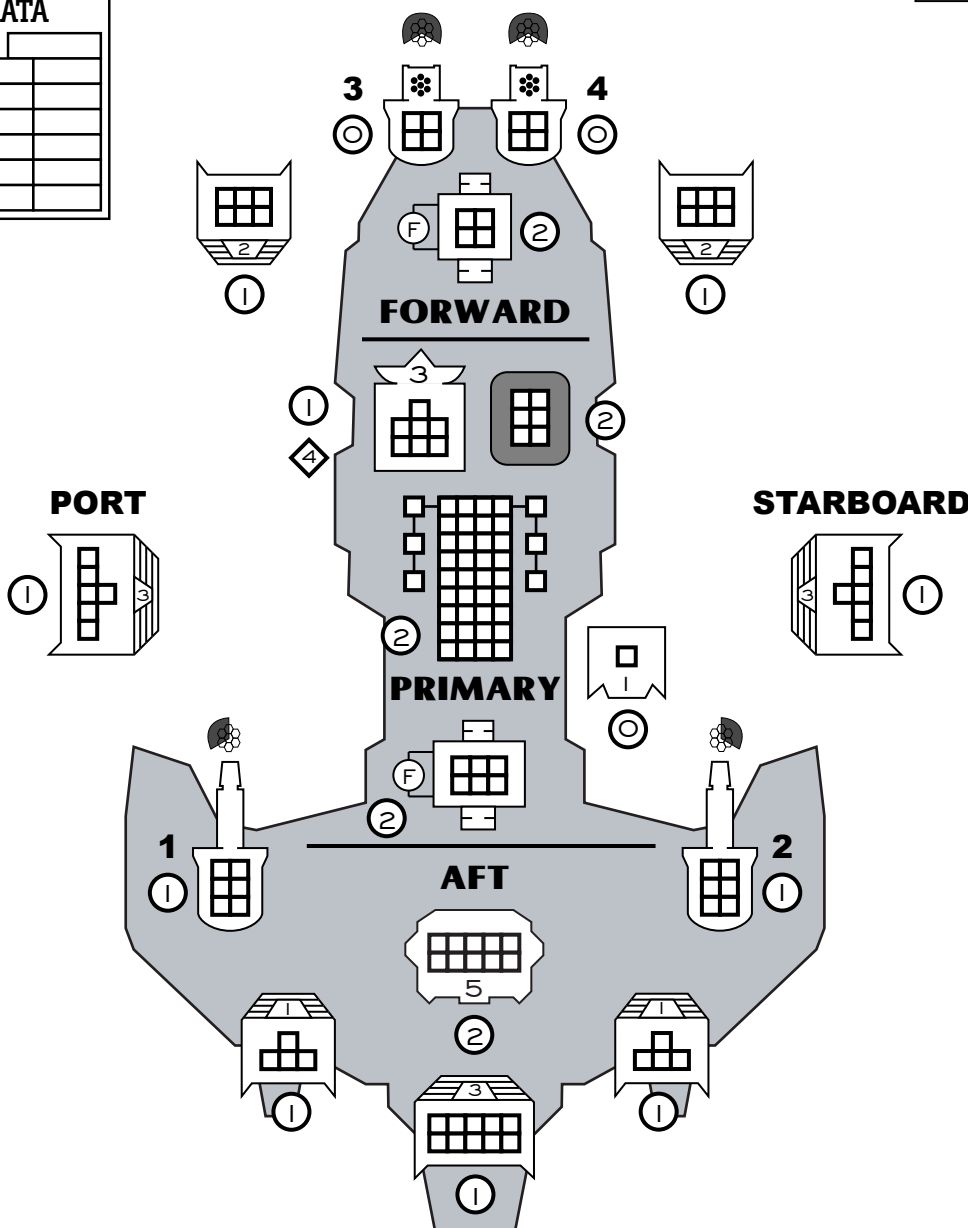
Target #5

Target #6

HANGAR

6 Fighters (on Rails)
1 Shuttle: Thrust: 2
Armor: 0 Defense: 13/13

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ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Fuel Cell
- Hangar
- Repeating Cannon
- Grape Gun