

FVR Tashi Escort Frigate

SPECS		MANEUVERING						COMBAT STATS					
Class: Medium Ship		Turn Cost: 1/2 Speed						Fwd/Aft Defense: 12					
In Service: ?		Turn Delay: 1/2 Speed						Stb/Port Defense: 13					
Point Value: ?		Accel/Decel Cost: 2 Thrust						Engine Efficiency: 5/1					
Ramming Factor: 35		Pivot Cost: 2+2 Thrust						Extra Power: +0					
Jump Delay: N/A		Roll Cost: 1+1 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 2024/1: Fate

HANGAR

0 Fighters
1 Shuttle: Thrust: 3
Armor: 1 Defense: 12/14
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WEAPON DATA

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

Rotary Cannon

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

SIDE HITS

1-4: Port/Stbd Thrust
5-9: Gatling Cannon
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

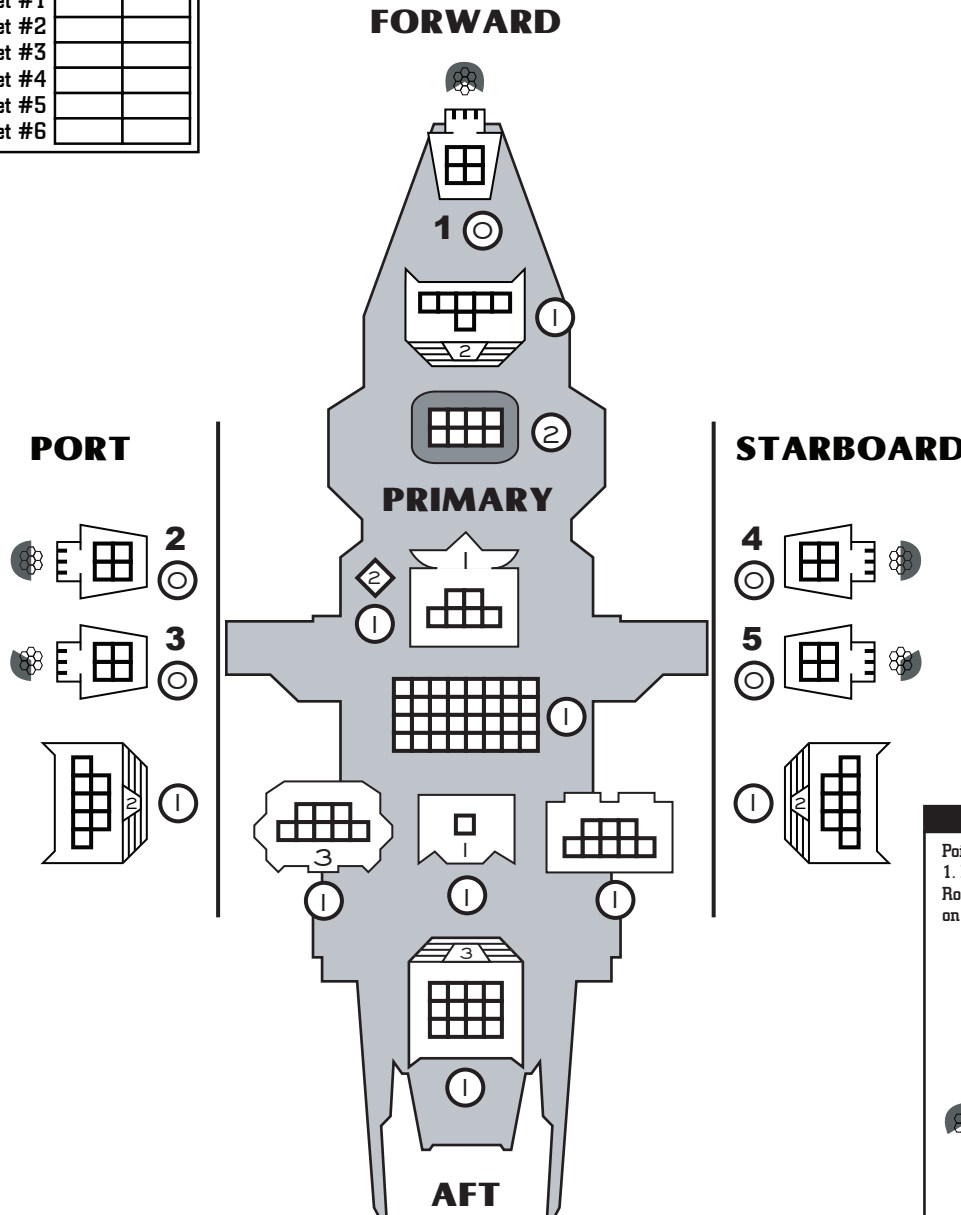
- 1-7: Retro/Main Thrust
- 8-10: Gatling Cannon
- 11-12: Sensors
- 13-15: Engine
- 16-17: Hangar
- 18-19: Reactor
- 20: C & C

SPECIAL NOTES

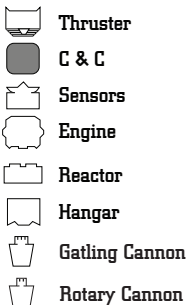
Ammo Storage Level 1
Antiquated Sensors
Fission Reactor
Special Hull Arrangement
(No Fwd/Aft Hits)

SENSOR DATA

Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



ICON RECOGNITION



Original Version (Year)

Point Value: ???

1. Replace all Gatling Cannons with Rotary Cannons. Note the smaller arcs on weapons 2 and 3.

