



# Terran Saphah Class Frigate

## SPECS

Class: Capital Ship  
In Service: 2372  
Point Value: 2240  
Ramming Factor: 535  
Jump Delay: 14 Turns

## MANEUVERING

Turn Cost: 1x Speed  
Turn Delay: 1x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 6+6 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 17  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +0

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

## WEAPON DATA

**Heavy Photon Beam**  
Class: Laser  
Mode: Raking  
Damage: 9d10+58  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+3/-  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns  
*Special: Ignores Shields*

## Minerva Cannon

Class: Laser  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -2

## Anti-Fighter Mode

Mode: Standard  
Damage: 1d10  
Rate of Fire: 3 per turn

## Anti-Ship Mode

Mode: Raking (6)  
Damage: 3d10  
Rate of Fire: 1 per turn  
*Special: Ignores Shields*

## Flak Turret

Class: Particle  
Mode: Pulse (Raking vs Ships)  
Damage: 1d6  
Maximum Pulses: 5  
Pulse Grouping: +1 per 1  
Range Penalty: -1 per hex  
Fire Control: +0/+0/+3  
Intercept Rating: -3 vs Ballistic  
Rate of Fire: 1 per turn  
*Special: Does not breach fighter shields.*

## Piranha Launcher

Class: Proximity (Ballistic)  
Modes: Standard  
Damage: 10 (+6d6)  
*Min targets: one at range 0  
two at range 1-2  
six at range 3-5*  
Range Penalty: n/a  
Max Range: 4 hexes  
Fire Control: -/-/+3  
Intercept Rating: n/a  
Rate of Fire: 1 per turn  
*Special: Scores 10 damage to all units in impact hex plus an additional 6d6 damage which must be split up (before roll to hit and damage) according to the range if possible. May also be fired after ship's movement, it then detonates in fighter vs fighter combat phase.*

## FORWARD HITS

- 1-3: Retro Thrust
- 4-6: Hvy Photon Beam
- 7-8: Flak Turret
- 9-11: Hvy Particle Turret
- 12-18: Forward Structure
- 19-20: PRIMARY Hit

## SIDE HITS

- 1-4: Port/Stb Thrust
- 5: CCEW Pod
- 6: Particle Turret
- 7: Minerva Cannon
- 8-9: Hvy Particle Turret
- 10-18: Port/Stb Structure
- 19-20: PRIMARY Hit

## AFT HITS

- 1-6: Main Thrust
- 7-9: Hvy Photon Beam
- 10: Minerva Cannon
- 11: Particle Turret
- 12: Piranha Launcher
- 13-18: Aft Structure
- 19-20: PRIMARY Hit

## PRIMARY HITS

- 1-8: Primary Structure
- 9-10: Particle Turret
- 11: Flak Turret
- 12-13: Jump Drive
- 14-15: Sensors
- 16-17: Engine
- 18-19: Reactor
- 20: C&C

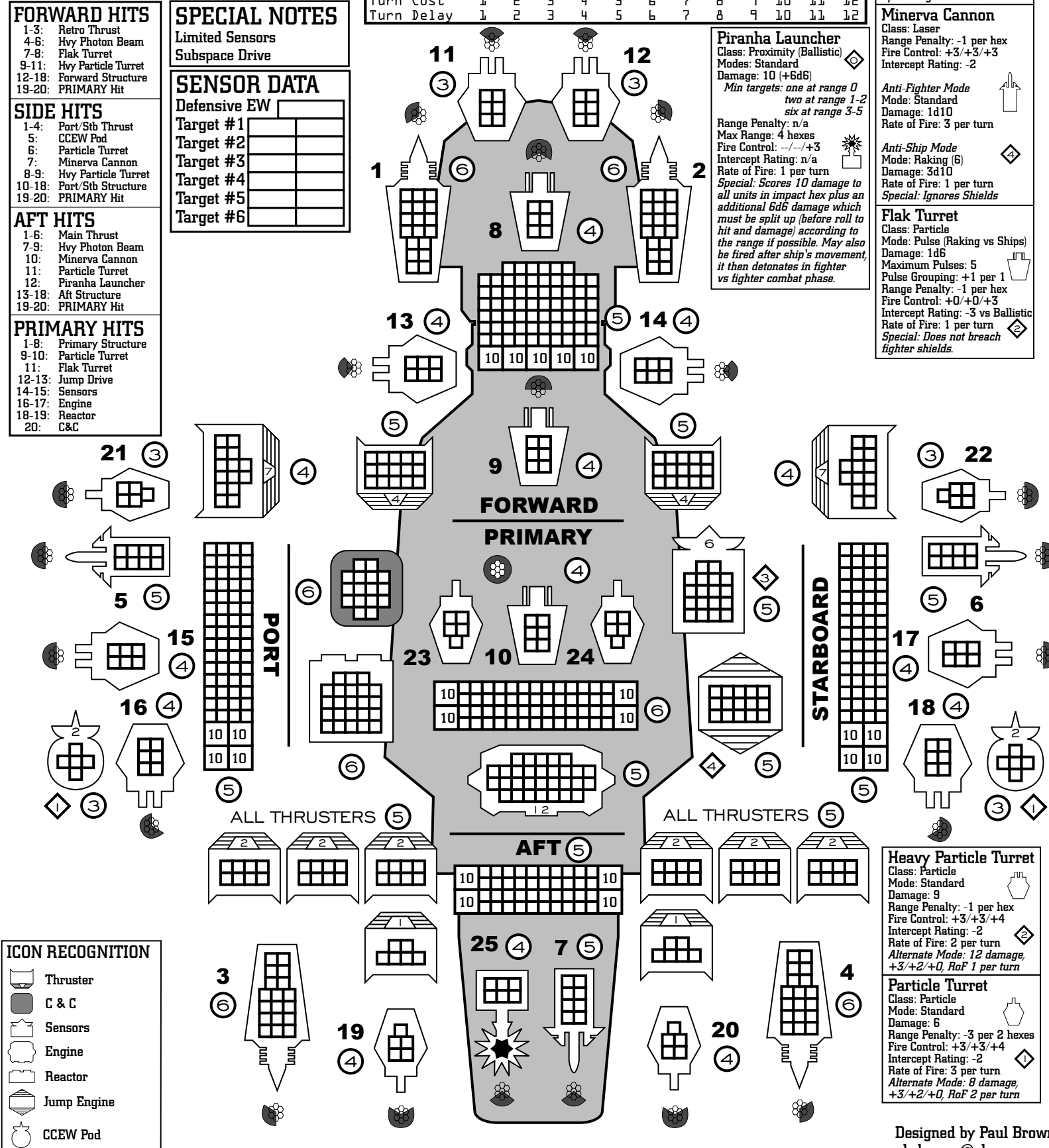
## SPECIAL NOTES

Limited Sensors  
Subspace Drive

## SENSOR DATA

### Defensive EW

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



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- CCEW Pod

**Heavy Particle Turret**  
Class: Particle  
Mode: Standard  
Damage: 9  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+4  
Intercept Rating: -2  
Rate of Fire: 2 per turn  
*Alternate Mode: 12 damage, +3/+2/+0, RoF 1 per turn*

**Particle Turret**  
Class: Particle  
Mode: Standard  
Damage: 6  
Range Penalty: -3 per 2 hexes  
Fire Control: +3/+3/+4  
Intercept Rating: -2  
Rate of Fire: 3 per turn  
*Alternate Mode: 8 damage, +3/+2/+0, RoF 2 per turn*