



# Neo Terran Icen Command Frigate



### SPECS

Class: Capital Ship  
 In Service: 2367  
 Point Value: 1730  
 Ramming Factor: 565  
 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*

### 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.*

### 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

### FORWARD HITS

- 1-3: Retro Thrust
- 4-6: Hvy Photon Beam
- 7-8: Hvy Particle Turret
- 9: Particle Turret
- 10-11: Piranha Launcher
- 12-18: Forward Structure
- 19-20: PRIMARY Hit

### SPECIAL NOTES

Unique Ship  
 ETAK Ship  
 Limited Sensors  
 Subspace Drive

### SIDE HITS

- 1-4: Port/Stb Thrust
- 5: CCEW Pod
- 6: Flak Turret
- 7-8: Particle Turret
- 9: MX-52 Launcher
- 10-18: Port/Stb Structure
- 19-20: PRIMARY Hit

### SENSOR DATA

Defensive EW

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

### AFT HITS

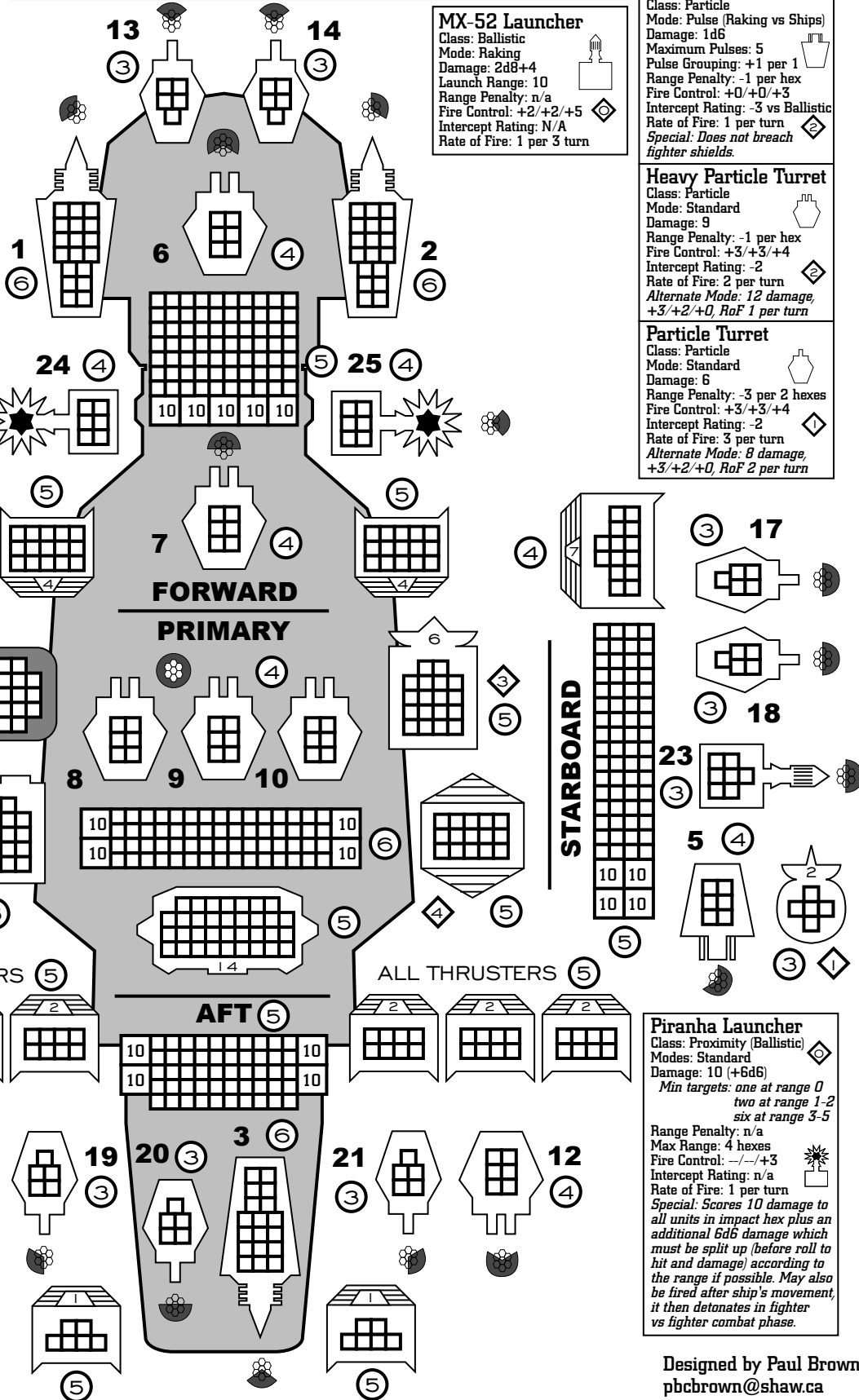
- 1-6: Main Thrust
- 7-8: Hvy Photon Beam
- 9-10: Hvy Particle Turret
- 11-12: Particle Turret
- 13-18: Aft Structure
- 19-20: PRIMARY Hit

### PRIMARY HITS

- 1-6: Primary Structure
- 9-11: Hvy Particle Turret
- 12-13: Jump Drive
- 14-15: Sensors
- 16-17: Engine
- 18-19: Reactor
- 20: C&C

### MX-52 Launcher

Class: Ballistic  
 Mode: Raking  
 Damage: 2d8+4  
 Launch Range: 10  
 Range Penalty: n/a  
 Fire Control: +2/+2/+5  
 Intercept Rating: N/A  
 Rate of Fire: 1 per 3 turn



### ICON RECOGNITION

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

### 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.*