

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Rongolon Toron Attack Frigate

## SPECS

Class: Medium Ship  
In Service: 2250  
Point Value: 400  
Ramming Factor: 80  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1/2 Speed  
Turn Delay: 1/3 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 2 Thrust  
Roll Cost: 2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 14  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +12

## WEAPON DATA

**Light Plasma Cannon**  
Class: Plasma  
Modes: Standard  
Dmg: 2d10+2 (-1 per 2 hexes)  
Range Penalty: -1 per hex  
Fire Control: +3/+1/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

**Improved Gatling Railgun**  
Class: Matter  
Modes: Standard  
Damage: 2d6+2  
Range Penalty: -2 per hex  
Fire Control: +3/+4/+6  
Int. Rating: -1 (ballistic only)  
Rate of Fire: 2 per turn

## FORWARD HITS

1-4: Retro Thrust  
5-9: lgt plasma cannon  
10: IRGR  
11-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: IRGR  
9-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-8: Port/Stb Thrust  
9-11: Sensors  
12-14: Engine  
15: Hangar  
16-18: Reactor  
19-20: C & C

## SPECIAL NOTES

Agile Ship  
Atmospheric capable

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

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	1	2	2	2	3	3	3	4	4	4

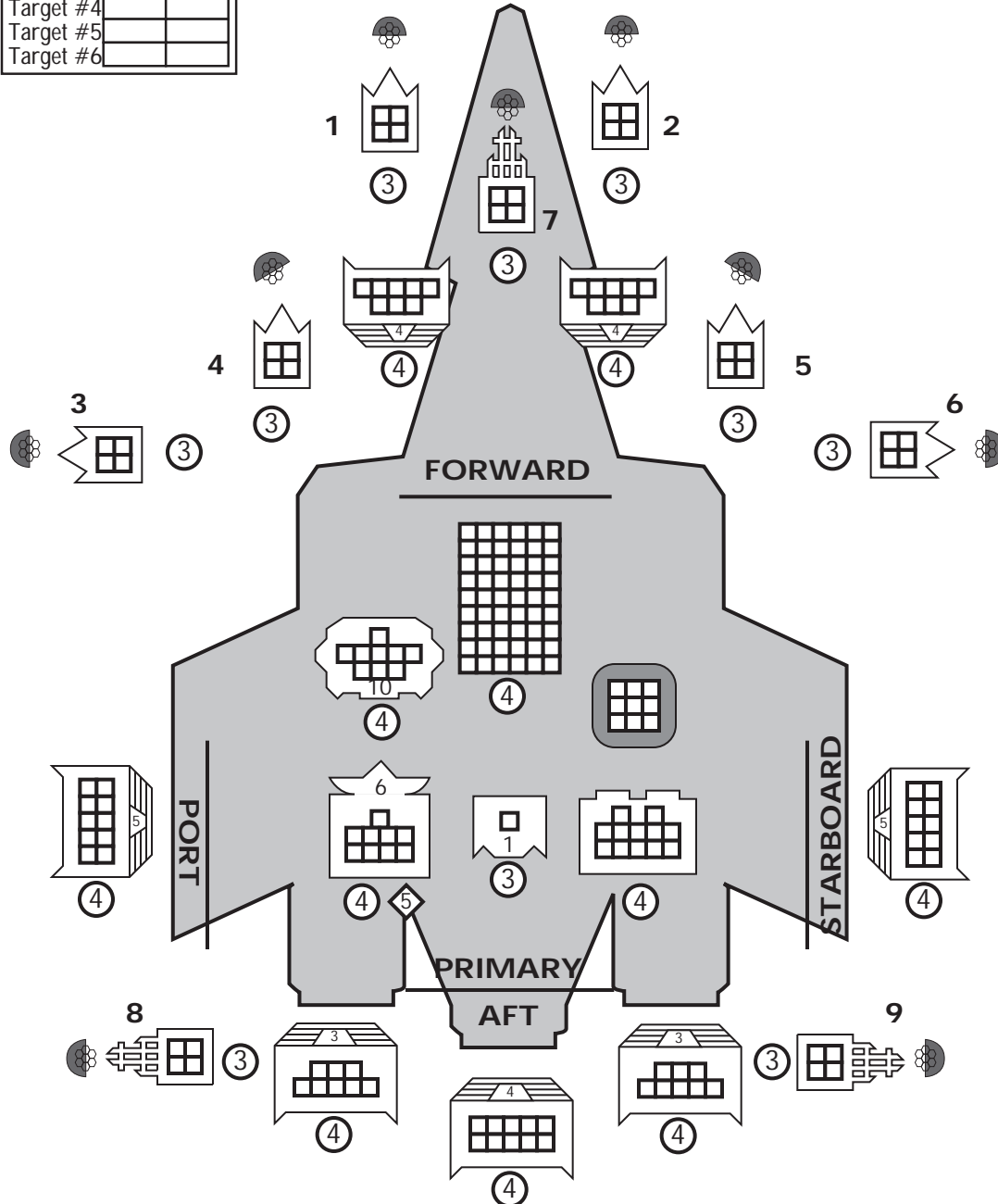
## HANGAR

0 Fighters

1 Shuttle: Thrust:

Armor: Defense:

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**ICON RECOGNITION**

- Thruater
- C & C
- Sensors
- Engine
- Hangar
- lt plasma Cannon
- IRGR