



Nyglum Jah Kahlor Burst Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14 (10)
In Service: 2041	Turn Delay: 1/3 Speed	Stb/Port Defense: 14 (10)
Point Value: 400	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 70	Pivot Cost: 1+1 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA
Burst Launcher
Class: Electromagnetic
Modes: Pulse
Damage: 2d6 1d3 times
Max Pulses: 3
Pulse Grouping: +1 per 5
Range Penalty: -1 per hex after range 25
Fire Control: +3/+2/-
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Special: +5 to critical rolls.

FORWARD HITS
1-3: Retro Thrust
4-8: Burst Launcher
9-10: Electron Beam
10-16: Structure
17-20: PRIMARY Hit

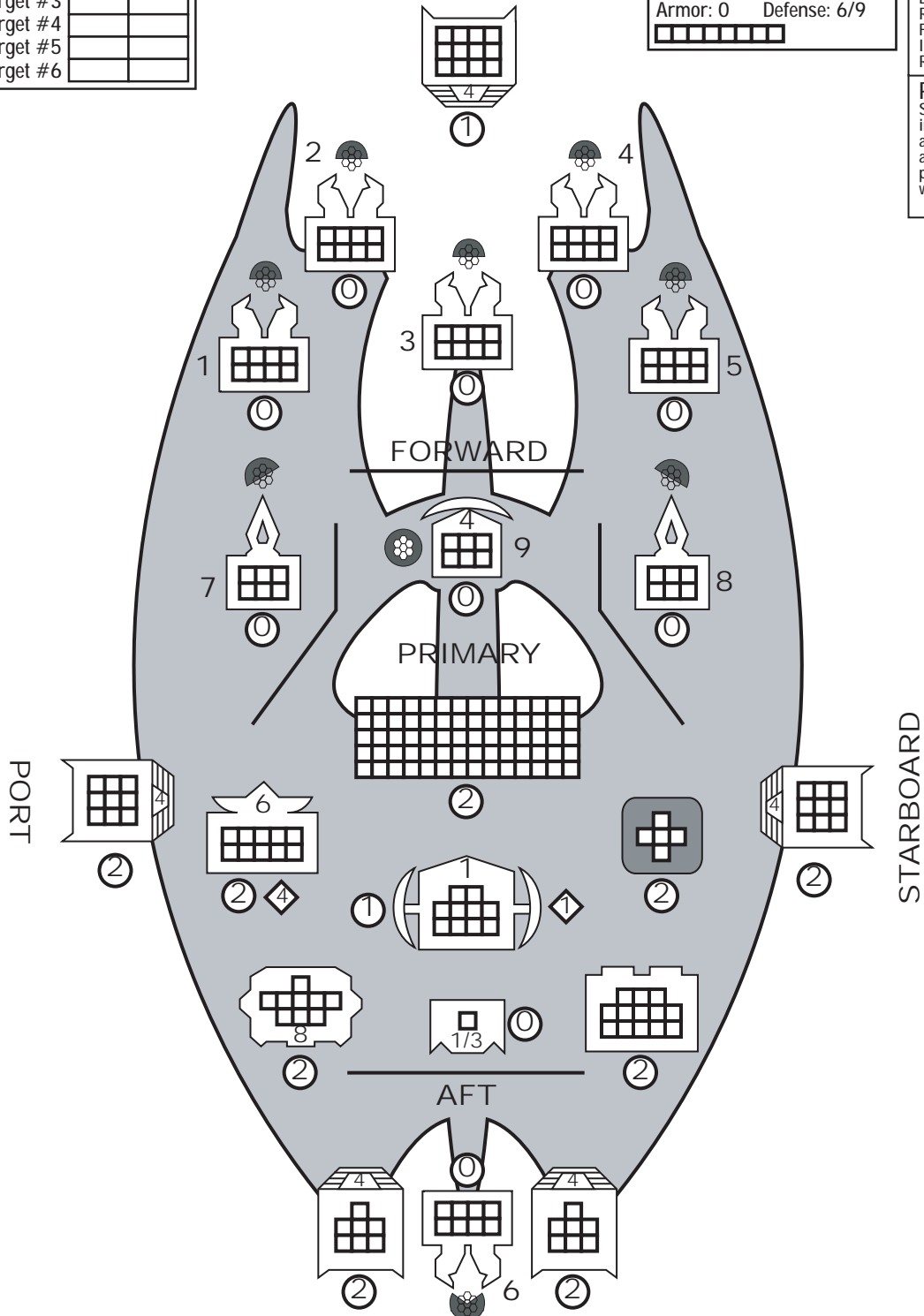
AFT HITS
1-6: Main Thrust
7-8: Burst Launcher
9-16: Structure
17-20: PRIMARY Hit

PRIMARY HITS
1-8: Port/Stb Thrust
9-10: Proto-EM Shield
11-12: Shield Generator
13-14: Sensors
15: Hangar
16-17: Engine
18-19: Reactor
20: C&C

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

HANGAR
0 Fighters
1 Shuttle: Thrust: 7
Armor: 0 Defense: 6/9
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Electron Beam
Class: Electromagnetic
Modes: Raking(5)
Damage: (1d10+2) x 2
Range Penalty: -1 per hex
Fire Control: +1/+0/+0
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Proto-EM Shield
Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Shield Generator
Proto-EM Shield
Burst Launcher
Electron Beam