Version 2: 2E/EMP

Name: _____ Counter: _____

THE ESCALATION WARS

Circasian Luscan Assault Frigate

SPECS
Class: Medium Ship
In Service: 1878
Point Value: 130
Ramming Factor: 50
Jump Delay: N/A

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

COMBAT STATS
Fwd/Aft Defense: 10
Stb/Port Defense: 12
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +12

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

WEAPON DATA

Particle Gun
Class: Particle
Modes: Raking
Damage: 1d10+3
Range Penalty: -1 per hex
Fire Control: +2/+2/+2
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Light Particle Gun
Class: Particle
Modes: Raking
Damage: 1d10+2
Range Penalty: -2 per hex
Fire Control: +0/+1/+1
Intercept Rating: -1
Rate of Fire: 1 per turn

Light Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS
1-4: Retro Thrust
5-6: Particle Gun
7-8: Lt Particle Gun
9-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-17: Structure
18-20: PRIMARY Hit

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

SPECIAL NOTES
Antiquated Sensors

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

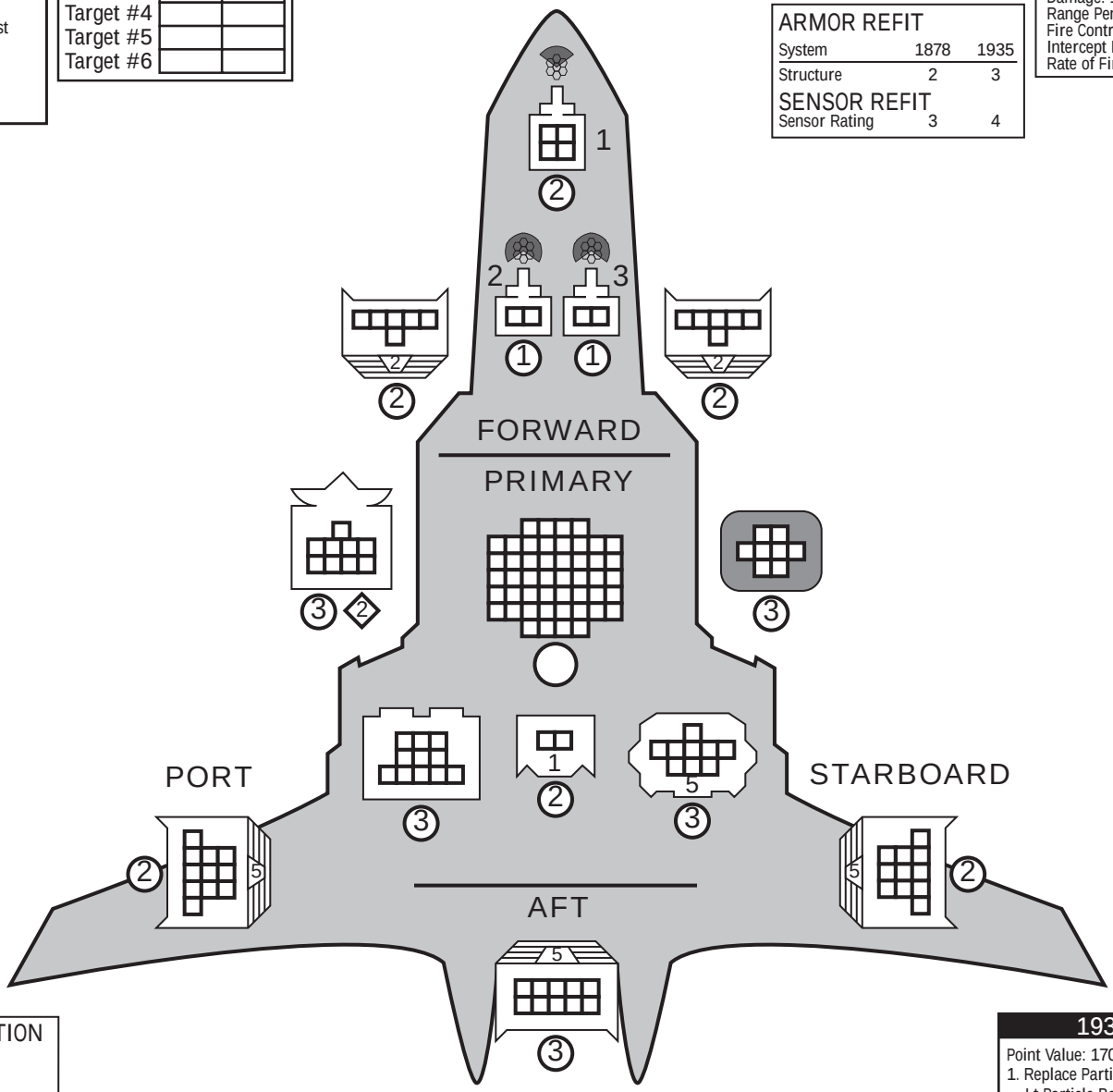
HANGAR
0 Fighters
2 Shuttles: Thrust: 3
Armor: 0 Defense: 10/10

ARMOR REFIT

System	1878	1935
Structure	2	3

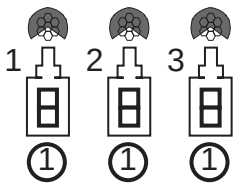
SENSOR REFIT

Sensor Rating	3	4



ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Particle Gun
- Light Particle Gun
- Lt Particle Beam

1935 Refit
Point Value: 170
1. Replace Particle Gun 1 with Lt Particle Beam 1.
2. Replace Lt Particle Guns 2 and 3 with Lt Particle Beams 2 and 3.



DESIGN BY TYREL LOHR
planetside.firenebula.com