

# Circasian Moshesta Frigate

## SPECS

Class: Medium Ship  
 In Service: 1965  
 Point Value: 325  
 Ramming Factor: 40  
 Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 12  
 Stb/Port Defense: 10  
 Engine Efficiency: 2/1  
 Extra Power: 0  
 Initiative Bonus: +13

## WEAPON DATA

**Light Particle Cannon**  
 Class: Particle  
 Modes: Raking  
 Damage: 2d10+8  
 Range Penalty: -1 per hex  
 Fire Control: +4/+2/+0  
 Intercept Rating: -2  
 Rate of Fire: 1 per 2 turns

**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

**Rocket Launcher**  
 Class: Ballistic  
 Modes: Standard  
 Damage: 2d6+2  
 Range Penalty: None  
 Max Range: 15 hexes  
 Fire Control: +1/+1/+1  
 Intercept Rating: n/a  
 Rate of Fire: 1 per turn

**Med. Plasma Cannon**  
 Class: Plasma  
 Modes: Standard  
 Dmg: 3d10+4 (-1 per 2 hexes)  
 Range Penalty: -1 per hex  
 Fire Control: +3/+1/-5  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

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	2	2	3	3	4	4	5	5	6	6

**FORWARD HITS**  
 1-4: Retro Thrust  
 5-6: Rocket Launcher  
 7-9: Lt Particle Cannon  
 10-17: Structure  
 18-20: PRIMARY Hit

**AFT HITS**  
 1-6: Main Thrust  
 7-8: Lt Particle Cannon  
 9-10: Lt Particle Beam  
 11-17: Structure  
 18-20: PRIMARY Hit

**PRIMARY HITS**  
 1-10: Port/Stb Thrust  
 11-12: Sensors  
 13-14: Hangar  
 15-17: Engine  
 18-19: Reactor  
 20: C&C

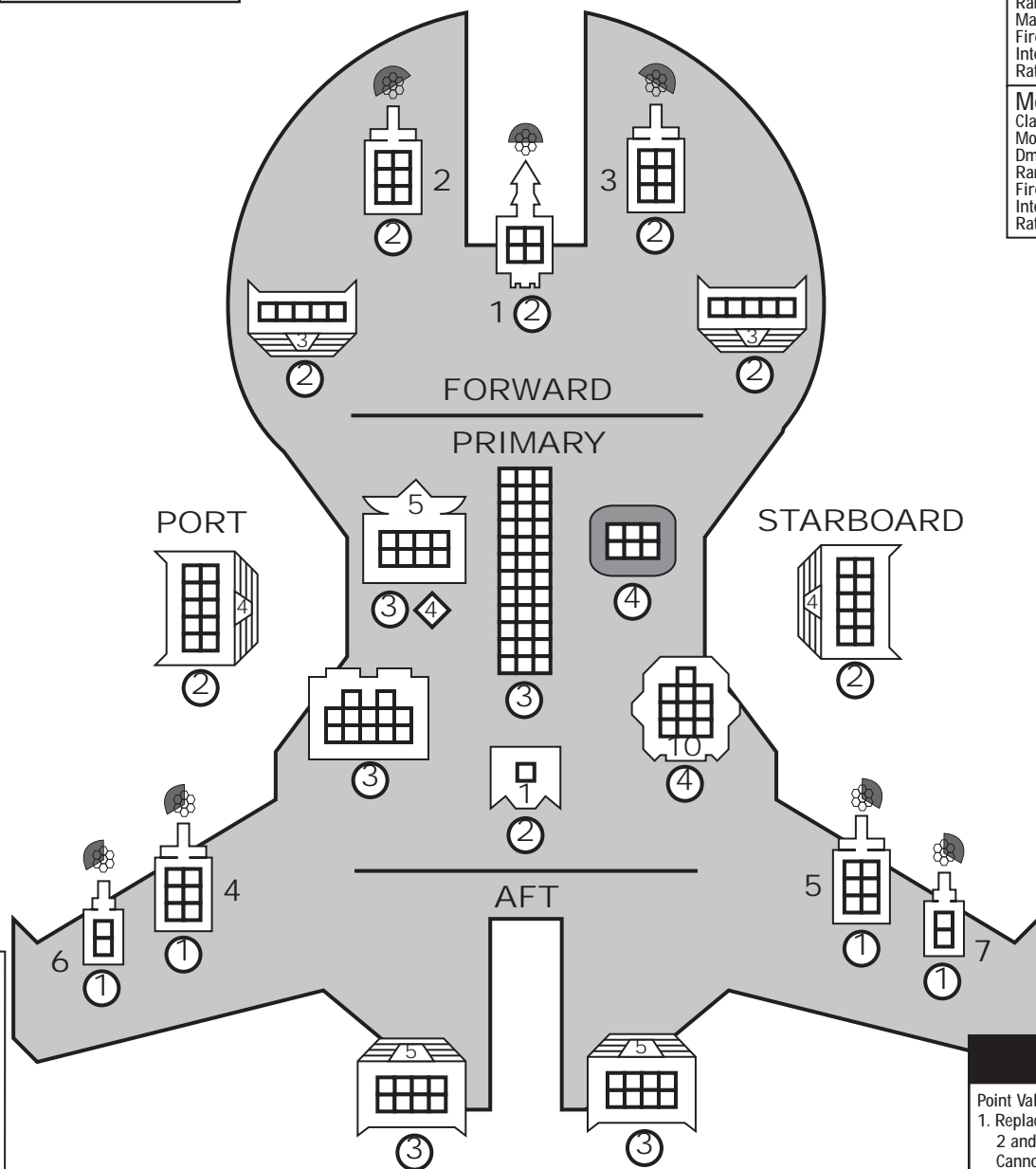
## SENSOR DATA

Defensive EW

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

## HANGAR

0 Fighters  
 1 Shuttle: Thrust: 5  
 Armor: 0 Defense: 11/10



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Light Particle Cannon
- Light Particle Beam
- Rocket Launcher
- Medium Plasma Cannon

## 1974 Refit (Beta Model)

Point Value: 350  
 1. Replace Light Particle Cannons 2 and 3 with Medium Plasma Cannons 2 and 3.

