

Brixadi Police Frigates (Refit)

SPECS

Class: Lt Combat Vsl
In Service: 2105
Point Value: 80
Ramming Factor: 30
Jump Delay: n/a

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 9
Stb/Port Defense: 11
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +14

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	1	2	2	2	3	3	3	4	4	4

HIT LOCATIONS

1-11: Structure
12-15: Particle Projector
16-18: Drive
19: Reactor
20: Control

Special Notes

Agile Ship
Atmospheric Capable

WEAPON DATA

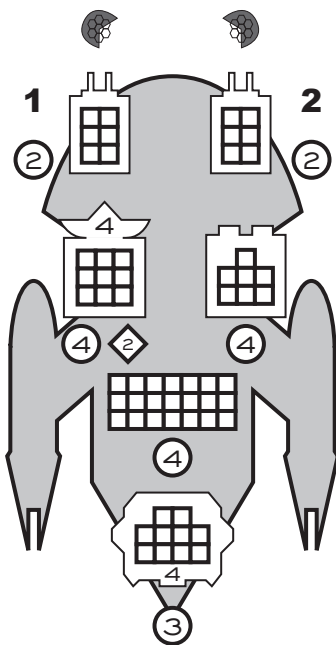
Particle Projector

Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

SENSOR DATA

Defensive EW

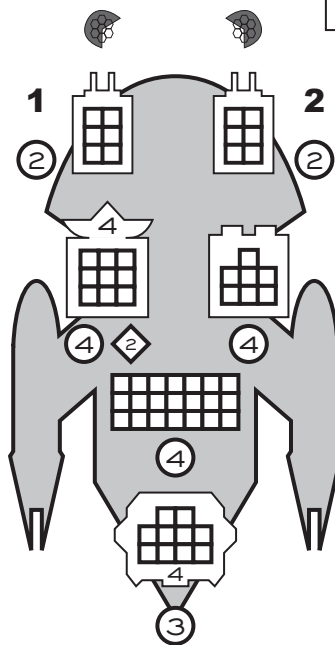
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6



SENSOR DATA

Defensive EW

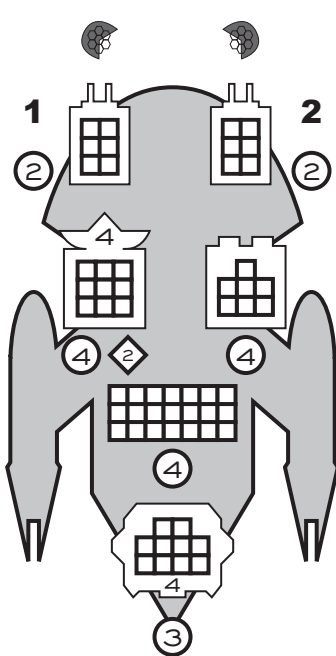
Target #1
Target #2
Target #3
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Target #6



SENSOR DATA

Defensive EW

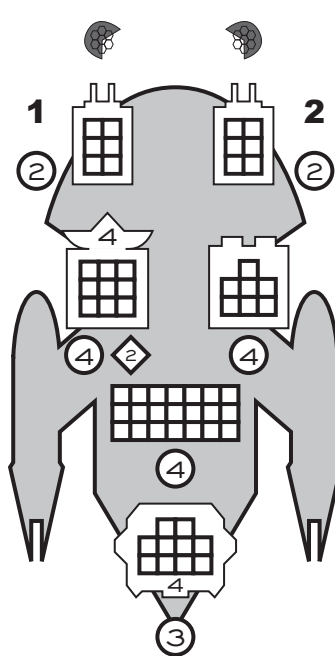
Target #1
Target #2
Target #3
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Target #6



SENSOR DATA

Defensive EW

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



ICON RECOGNITION



Control



Drive



Reactor



Particle Projector