



Federation Saber Attack Frigate



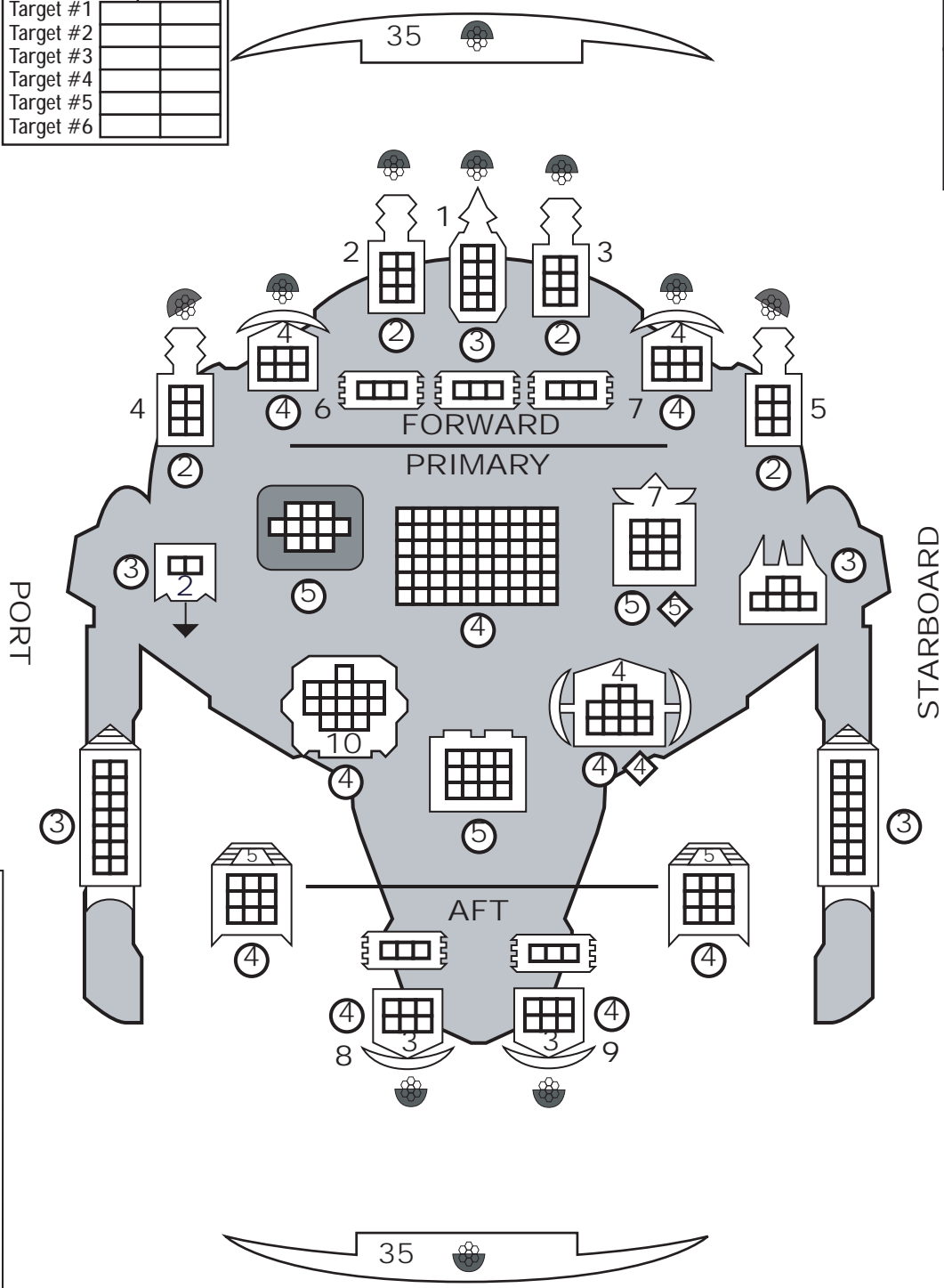
SPECS Class: Medium Ship In Service: 2368 Point Value: 460 Ramming Factor: 70 Warp Delay: 6 Turns	MANEUVERING Turn Cost: 1/3 Speed Turn Delay: 1/3 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 1+1 Thrust	COMBAT STATS Fwd/Aft Defense: 13 Stb/Port Defense: 12 Engine Efficiency: 2/1 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 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA Medium Phaser Bank Class: Molecular Mode: R, S Damage: 3d10+5 Range Penalty: -1 per 2 hexes Fire Control: +3/+3/+2 Intercept Rating: -2 Rate of Fire: 1 per 2 turns Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4	Photon Torpedo Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 20 Max Range: 50 hexes Fire Control: +4/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns	Deflector Shield Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.
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FORWARD HITS 1-3: Deflector Shield 4-5: Photon Torpedo 6-10: Medium Phaser 11-17: Structure 18-20: PRIMARY Hit	AFT HITS 1-4: Impulse Thruster 5-6: Deflector Shield 7-9: Warp Engine 10-17: Structure 18-20: PRIMARY Hit	PRIMARY HITS 1-5: Tractor Beam 6-9: Shield Generator 10-11: Sensors 12-14: Engine 15-16: Hangar 17-19: Reactor 20: C&C
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SPECIAL NOTES Gravitic Drive System Impulse Drive	SENSOR DATA Defensive EW Target #1 Target #2 Target #3 Target #4 Target #5 Target #6
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HANGAR
0 Fighters
2 Shuttles



ICON RECOGNITION
Impulse Thruster
C & C
Sensors
Engine
Reactor
Hangar
Shield Generator
Deflector Shield
Warp Engine
Medium Phaser
Photon Torpedo
Ablative Armor