



Federation Northhampton Frigate

SPECS Class: Hvy Combat Vsl In Service: 2272 Point Value: 500 Ramming Factor: 120 Warp Delay: 6 Turns	MANEUVERING Turn Cost: 2/3 Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 2+2 Thrust	COMBAT STATS Fwd/Aft Defense: 13 Stb/Port Defense: 15 Engine Efficiency: 2/1 Extra Power: 0 Initiative Bonus: +6
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 7 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 7 8	

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
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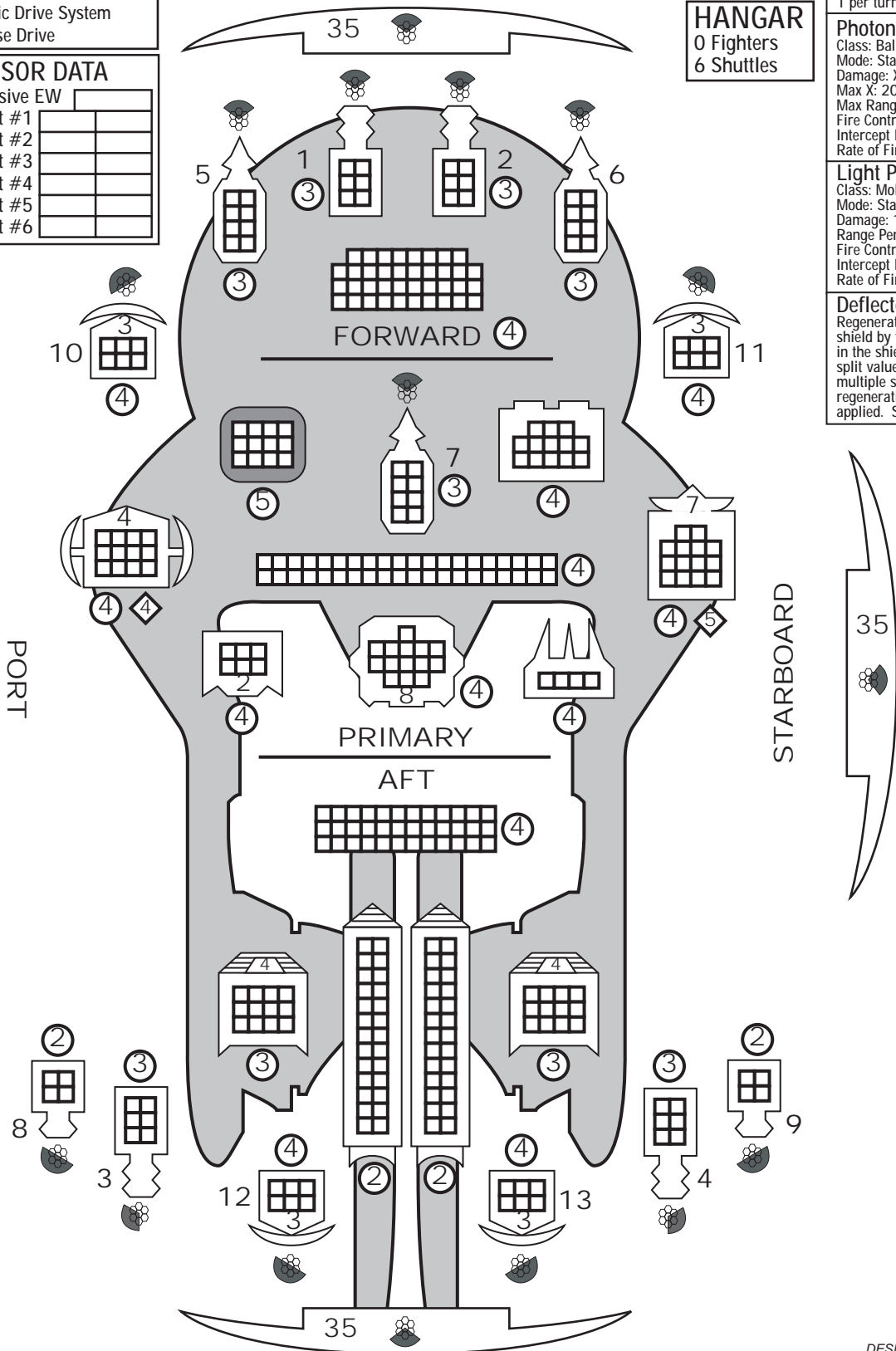
Light Phaser Bank Class: Molecular Mode: Standard Damage: 1d10+4 Range Penalty: -1 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn

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.

FORWARD HITS 1-3: Deflector Shield 4-6: Photon Torpedo 7-9: Medium Phaser 10-18: Forward Structure 19-20: PRIMARY Hit
AFT HITS 1-4: Impulse Thruster 5-6: Deflector Shield 7-9: Medium Phaser 9: Light Phaser 10-12: Warp Engine 13-18: Aft Structure 19-20: PRIMARY Hit
PRIMARY HITS 1-6: Primary Structure 7-8: Photon Torpedo 9: Tractor Beam 10-11: Shield Generator 12-13: Sensors 14-15: Hangar 16-18: Engine 19: Reactor 20: C&C

SPECIAL NOTES Gravitic Drive System Impulse Drive	
SENSOR DATA Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
0 Fighters
6 Shuttles



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