



# Terran Sweden Frigate

## SPECS

Class: Medium Ship  
 In Service: 2124  
 Point Value: 225  
 Ramming Factor: 40  
 Warp Delay: 20 Turns

## 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: 12  
 Stb/Port Defense: 10  
 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

**Phase Cannon**  
 Class: Particle  
 Modes: R, S  
 Damage: 2d10+8  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +2/+1/+1  
 Intercept Rating: -2  
 Rate of Fire: 1 per 2 turns

## Light Plasma Cannon

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

**Magnetic Grappler**  
 Attaches the ship to the target vessel. Once attached, functions as a tractor beam.

## Polarized Hull Plating

Active hull plating units increase the armor of all systems in their section by an amount equal to the plating unit's current value. See Rules.

## HANGAR

0 Fighters  
 1 Shuttle

## FORWARD HITS

- 1-3: Phase Cannon
- 4-6: Lt Plasma Cannon
- 7-8: Polarized Hull
- 9-17: Structure
- 18-20: PRIMARY Hit

## AFT HITS

- 1-4: Impulse Thruster
- 5-6: Phase Cannon
- 7-8: Polarized Hull
- 9-12: Warp Engine
- 13-17: Structure
- 18-20: PRIMARY Hit

## PRIMARY HITS

- 1-6: Magnetic Grappler
- 7-10: Sensors
- 11-12: Hangar
- 13-15: Engine
- 16-18: Reactor
- 19-20: C&C

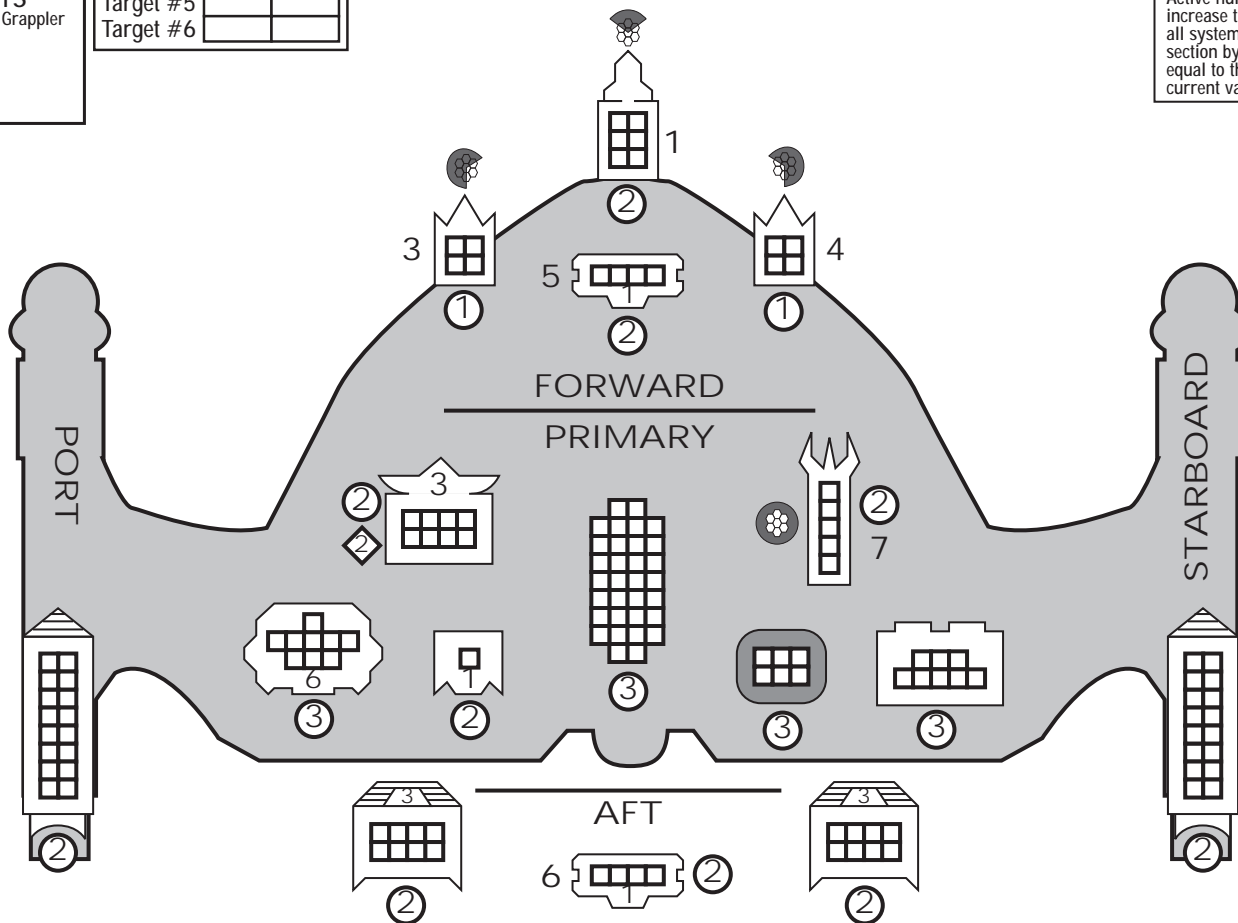
## SPECIAL NOTES

Gravitic Drive System  
 Impulse Drive

## SENSOR DATA

Defensive EW

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



## ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Warp Engine
- Phase Cannon
- Lt Plasma Cannon
- Magnetic Grappler
- Polarized Hull Plating