



## Banking Clan Munificent Communications Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 15
In Service: -26 ANH	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 950	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 150	Pivot Cost: 2+2 Thrust	Extra Power: -10
Hyper Delay: 8 turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +0
<b>10Speed</b>		
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

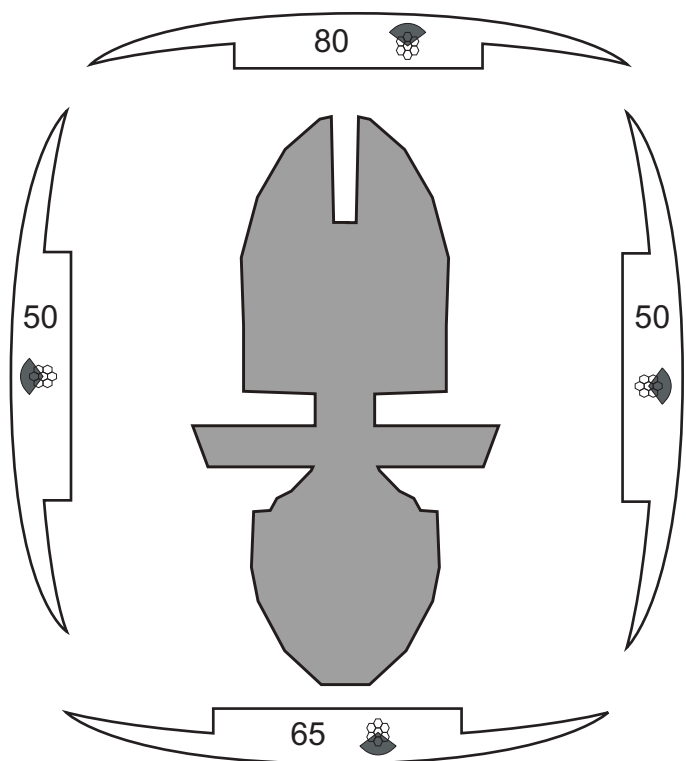
### WEAPON DATA

<b>Heavy Turbolaser Turret</b> Class: Turbolaser Mode: Standard Damage: 2x2d10+10 Range Penalty: -1 per 3 hexes Fire Control: +4/+1/-4 Interception Rating: -1 Rate of Fire: 1 per 3 turns	 <span style="border: 1px solid black; padding: 2px;">5</span>
<b>Long Range Ion Cannon</b> Class: Ion Mode: Ion Damage: 3/+9/d10 Range Penalty: -1 per 3 hexes Fire Control: +3/+1/-2 Interception Rating: n/a Rate of Fire: 1 per 3 turns	 <span style="border: 1px solid black; padding: 2px;">4</span>
<b>Twin Turbolaser</b> Class: Turbolaser Mode: Standard Damage: 2x 1d10+7 Range Penalty: -1 per 2 hexes Fire Control: +3/+1/+0 Interception Rating: -2 Rate of Fire: 1 per 2 turns	 <span style="border: 1px solid black; padding: 2px;">2</span>
<b>Quad Light Turbolaser</b> Class: Turbolaser Mode: Standard Damage: 2d10+4 Range Penalty: -1 per hex Fire Control: +2/+2/+2 Interception Rating: -2 Rate of Fire: 1 per 2 turns	 <span style="border: 1px solid black; padding: 2px;">3</span>
<b>Point Defense Laser Battery</b> Class: Laser Mode: Standard Damage: 1d6+2 Range Penalty: -3 per hex Fire Control: +1/+2/+4 Interception Rating: -3 Rate of Fire: 1 per turn	 <span style="border: 1px solid black; padding: 2px;">1</span>

<b>FORWARD HITS</b> 1-3: Retro Thrust 4: Dual Hvy Turbolaser 5: LR Ion Cannon 6: Comm Disruptor 7-8: Quad Lt Turbolaser 9: CnC 10-12: Dual Turbolaser 13-18: Forward Struct 19-20: PRIMARY Hit
<b>SIDE HITS</b> 1-4: Port/Stb Thrust 5-7: Dual Turbolaser 8-9: Quad Lt Turbolaser 10-11: Point Defense Battery 12-18: Port/Stb Struct 19-20: PRIMARY Hit
<b>AFT HITS</b> 1-4: Main Thrust 5: Shield Generator 6-7: Hyperdrive 8-9: Dual Turbolasers 10-11: Quad Lt Turbolaser 12: Point Defense Battery 13-18: Aft Struct 19-20: PRIMARY Hit
<b>PRIMARY HITS</b> 1-9: Primary Structure 10-12: Droid Barracks 13-15: Sensors 16-18: Engine 19-20: Reactor

SENSOR DATA	
Defensive EW	
Target # 1	
Target # 2	
Target # 3	
Target # 4	
Target # 5	
Target # 6	

SHIELD DATA - Forward				
	Ray	Particle	Damage	Recharge
Turn 1				
Turn 2				
Turn 3				
Turn 4				



SHIELD DATA - Port				
	Ray	Particle	Damage	Recharge
Turn 1				
Turn 2				
Turn 3				
Turn 4				

SHIELD DATA - Starboard				
	Ray	Particle	Damage	Recharge
Turn 1				
Turn 2				
Turn 3				
Turn 4				

<b>Comm Disruptor</b> Class: Electromagnetic Mode: Standard Damage: 1d6 Init, 1d6 Sensor Range Penalty: -1 per 2 hexes Fire Control: +3/+2/-1 Intercept Rating: n/a Rate of Fire: 1 per 3 turns Special: Subtracts 1d6 from targets initiative and 1d6 from sensors for next turn	 <span style="border: 1px solid black; padding: 2px;">3</span>
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SHIELD DATA - Aft				
	Ray	Particle	Damage	Recharge
Turn 1				
Turn 2				
Turn 3				
Turn 4				

ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Hyperdrive
	Shield Generator
	Droid Barracks
	Point Defense Laser Turret
	Dual Hvy Turbolaser
	LR Ion Cannon
	Twin Turbolaser
	Quad Light Turbolaser
	Comm Disruptor

