

Trade Federation Missile Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: MCV	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: -32 ANH	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 320	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 60	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1+1 Thrust	Initiative Bonus: +11

WEAPON DATA	
Light Concussion Launcher	⬡
Class: Ballistic	
Mode: Pulse	
Damage: 12 1d5 Times	
Maximum Pulses: 6	
Grouping Range: +1 per 4 ⬡	
Range: 10 hexes	
Fire Control: +3/+2/+2	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Dual Laser Turret	⬢
Class: Laser	
Mode: Standard	
Damage: 1d10+2	
Range Penalty: -2 per hex	
Fire Control: +2/+2/+4	
Interception Rating: -2	
Rate of Fire: 1 per turn	

FORWARD HITS	
1-3:	Retro Thrust
4-8:	Light Conc Launcher
9-10:	Dual Laser Turret
11-17:	Structure
18-20:	PRIMARY Hit

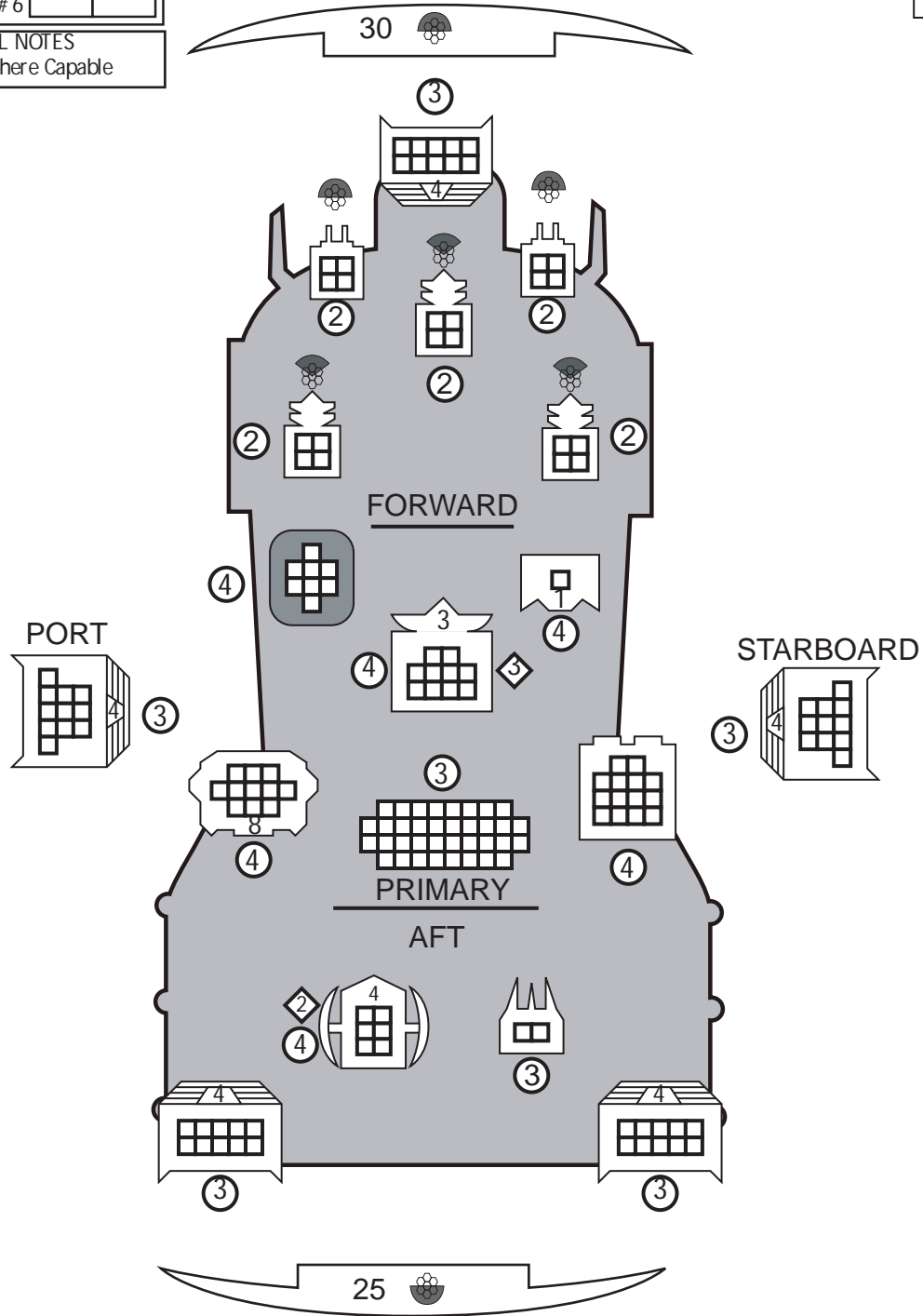
AFT HITS	
1-7:	Main Thrust
8-10:	Shield Generator
11:	Tractor Beam
12-17:	Structure
18-20:	PRIMARY Hit

PRIMARY HITS	
1-8:	Primary Structure
9-10:	Port/Stb Thrust
11-12:	Sensors
13-15:	Engine
16-17:	Hangar
18-19:	Reactor
20:	C&C

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

SPECIAL NOTES	
Atmosphere Capable	

HANGAR	
0 Fighters	
1 Shuttle: Thrust: 5	
Armor: 1 Defense: 8/10	████████



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Hyperdrive
	Shield Generator
	Tractor Beam
	Dual Laser
	Light Concussion Launcher