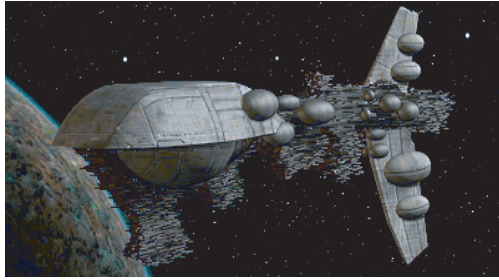


# Rebel Assault Frigate



## SPECS

Class: Capital Ship  
 In Service: --  
 Point Value: 950  
 Ramming Factor: 275  
 Hyper Cost: 16 Power

## MANEUVERING

Turn Cost: 2 x Speed  
 Turn Delay: 2 x Speed  
 Accel/Decel Cost: 4 Thrust  
 Pivot Cost: 3+3 Thrust  
 Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
 Stb/Port Defense: 18  
 Engine Efficiency: 4/1  
 Extra Power: 0  
 Initiative Bonus: +0

## WEAPON DATA

**Twin Turbolaser**  
 Class: Turbolaser  
 Mode: Standard  
 Damage: 2x 1d10+8  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+1/+0  
 Interception Rating: -2  
 Rate of Fire: 1 per 2 turns

## Quad Laser Turret

Class: Laser  
 Mode: Standard  
 Damage: 2d6+4  
 Range Penalty: -2 per hex  
 Fire Control: +2/+3/+5  
 Interception Rating: -4  
 Rate of Fire: 1 per turn

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	2	4	6	8	10	12	14	16	18	20	22	24

## HANGAR

0 Fighters  
 2 Lambda Class Shuttles

## FORWARD HITS

- 1-5: Retro Thrust
- 6-8: Twin Turbolaser
- 9-10: Quad Laser
- 11: Tractor Beam
- 12-18: Forward Struct
- 19-20: PRIMARY Hit

## SIDE HITS

- 1-4: Port/Stb Thrust
- 5-8: Twin Turbolaser
- 9-11: Quad Laser
- 12-18: Port/Stb Struct
- 19-20: PRIMARY Hit

## AFT HITS

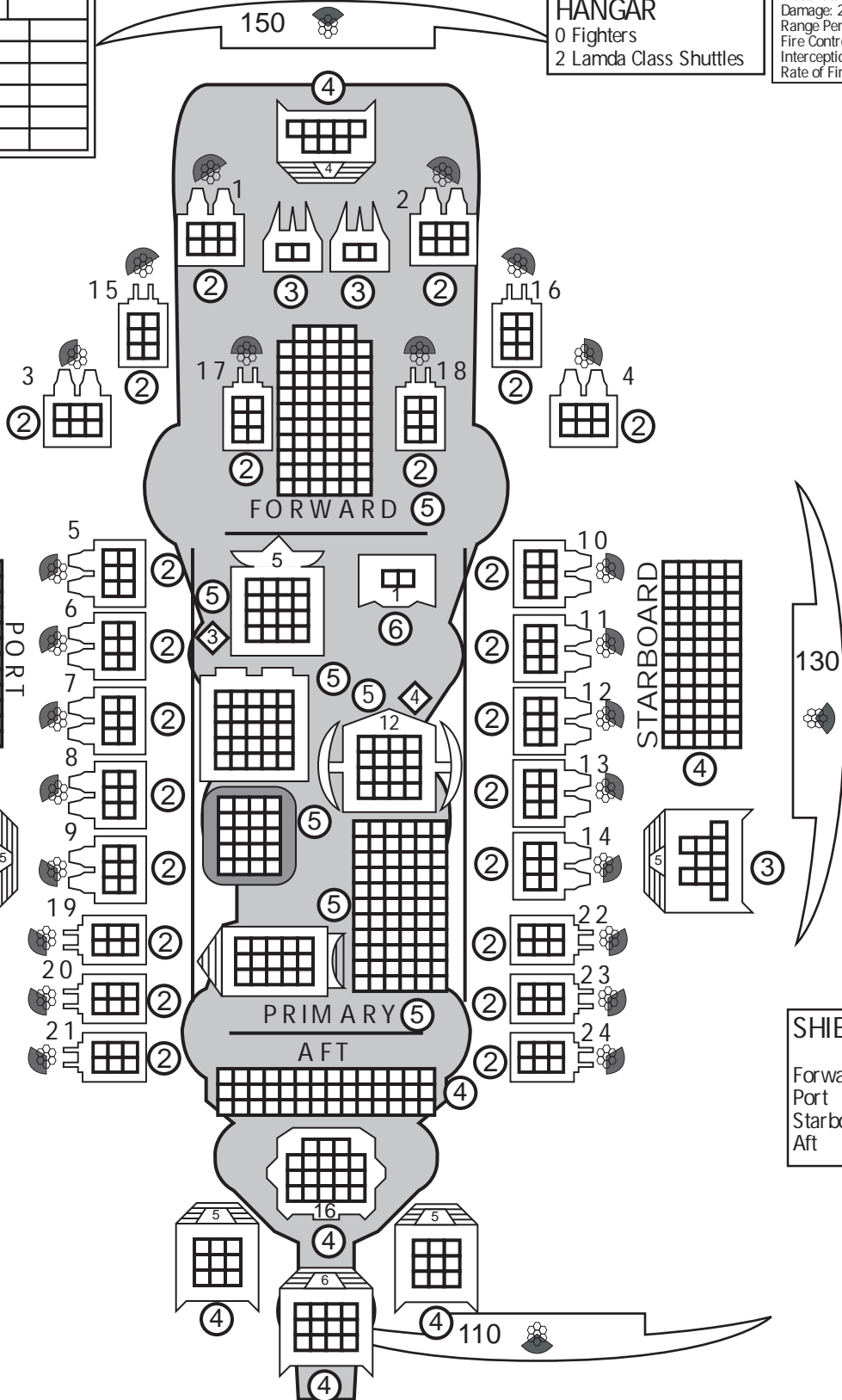
- 1-6: Main Thrust
- 7-9: Engine
- 10-18: Aft Struct
- 19-20: PRIMARY Hit

## PRIMARY HITS

- 1-10: Primary Struct
- 11-12: Shield Generator
- 13-14: Hyperdrive
- 15-16: Sensors
- 17: Hangar
- 18-19: Reactor
- 20: C & C

## SENSOR DATA

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



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Tractor Beam
- Quad Laser
- Twin Turbolaser

## SHIELD DATA

	Ray	Particle
Forward		
Port		
Starboard		
Aft		