

Circasian Moshesta Frigate

SPECS Class: Medium Ship In Service: 1965 Point Value: 325 Ramming Factor: 40 Jump Delay: N/A	MANEUVERING Turn Cost: 1/2 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 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: +13
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA
Light Particle Cannon Class: Particle Modes: Raking Damage: 2d10+8 Range Penalty: -1 per hex Fire Control: +4/+2/+0 Intercept Rating: -2 Rate of Fire: 1 per 2 turns

Light Particle Beam Class: Particle Modes: Standard Damage: 1d10+4 Range Penalty: -2 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn

Rocket Launcher Class: Ballistic Modes: Standard Damage: 2d6+2 Range Penalty: None Max Range: 15 hexes Fire Control: +1/+1/+1 Intercept Rating: n/a Rate of Fire: 1 per turn

Med. Plasma Cannon Class: Plasma Modes: Standard Dmg: 3d10+4 (-1 per 2 hexes) Range Penalty: -1 per hex Fire Control: +3/+1/-5 Intercept Rating: n/a Rate of Fire: 1 per 3 turns
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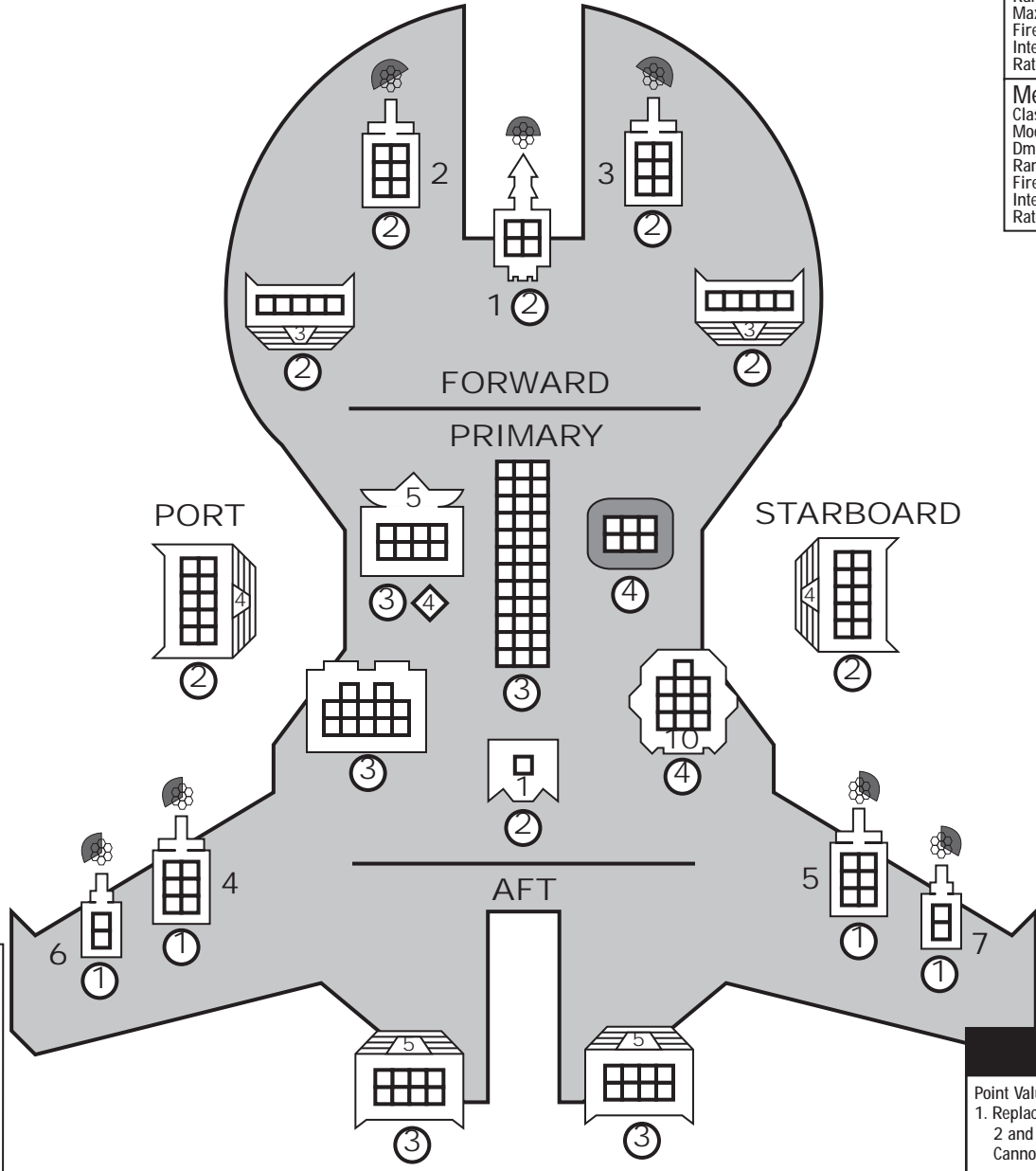
FORWARD HITS
1-4: Retro Thrust
5-6: Rocket Launcher
7-9: Lt Particle Cannon
10-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Lt Particle Cannon
9-10: Lt Particle Beam
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-10: Port/Stb Thrust
11-12: Sensors
13-14: Hangar
15-17: Engine
18-19: Reactor
20: C&C

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

HANGAR
0 Fighters
1 Shuttle: Thrust: 5
Armor: 0 Defense: 11/10
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ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Light Particle Cannon
Light Particle Beam
Rocket Launcher
Medium Plasma Cannon

1974 Refit (Beta Model)
Point Value: 350
1. Replace Light Particle Cannons 2 and 3 with Medium Plasma Cannons 2 and 3.