



Novon Ramlash Attack Frigate

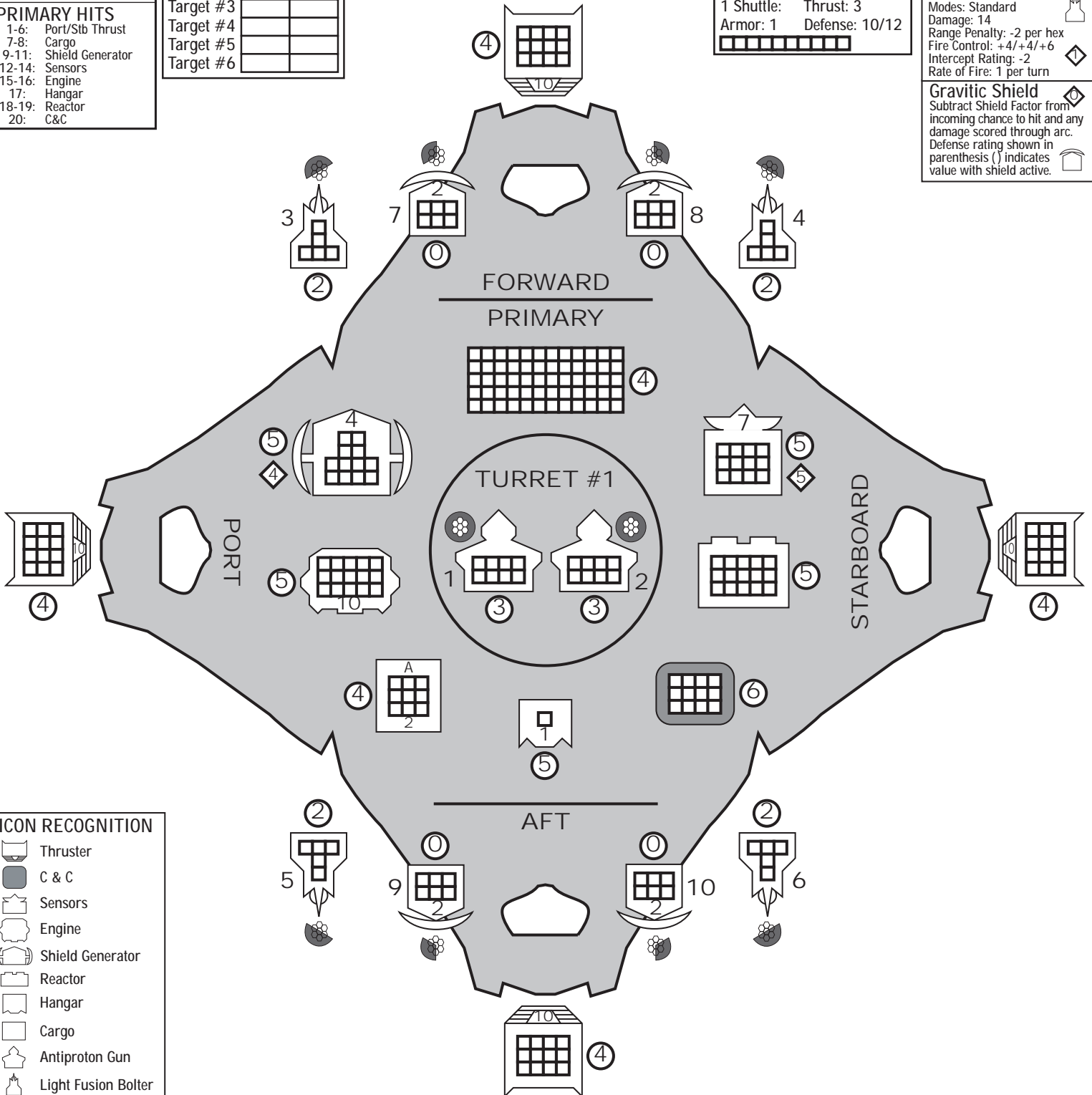
SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12 (10)
In Service: 1884	Turn Defense: 1/4 Speed	Stb/Port Defense: 12 (10)
Point Value: 460	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 60	Pivot Cost: 1+1 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +12
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 1 1 2 2 2 2 3 3 3 3	

WEAPON DATA	
Antiproton Gun	
Class: Antimatter	
Modes: Standard	
Damage: 1X+12	
Maximum X: 10	
Range Penalty: Special	
Range 0-5: No penalty	
Range 6-10: -1 per hex	
Range 11+: -2 per hex	
Fire Control: +3/+3/+2	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Light Fusion Bolter	
Class: Molecular	
Modes: Standard	
Damage: 14	
Range Penalty: -2 per hex	
Fire Control: +4/+4/+6	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Gravitic Shield	
Subtract Shield Factor from incoming chance to hit and any damage scored through arc.	
Defense rating shown in parenthesis () indicates value with shield active.	

SECTION HITS	
1-3:	Thruster
4-5:	Turret
6-8:	Light Fusion Bolter
9-17:	Structure
18-20:	PRIMARY Hit
PRIMARY HITS	
1-6:	Port/Stb Thrust
7-8:	Cargo
9-11:	Shield Generator
12-14:	Sensors
15-16:	Engine
17:	Hangar
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: 3
Armor: 1	Defense: 10/12



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Shield Generator
	Reactor
	Hangar
	Cargo
	Antiproton Gun
	Light Fusion Bolter
	Gravitic Shield