

# Mars Chandley Customs Frigate

## SPECS

Class: Hvy Combat Vsl  
In Service: 2267  
Point Value:  
Ramming Factor: 150  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 15  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
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

Dual Particle Beam  
Class: Particle  
Modes: Standard  
Damage: 1d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+4/+4  
Intercept Rating: -2  
Rate of Fire: 2 per turn

Heavy Particle Beam  
Class: Particle  
Mode: Standard  
Damage: 2d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+3/+2  
Intercept Rating: -2  
Rate of Fire: 1 per turn

Class-S Missile Rack  
Class: Ballistic  
Missiles: 20  
Range Penalty: None  
Fire Control: +3/+3/+3  
Rate of Fire: 1 per 2 turns

Basic Missile B  
Mode: Standard  
Damage: 20  
Max Range: 15 hexes  
Fire Control: +0/+0/+0  
Interception Rating: n/a

Dual Uni-pulse Cannon  
Class: Particle  
Modes: Standard  
Damage: 1d6+4  
Range Penalty: -2 per hex  
Fire Control: +6/+5/+4  
Intercept Rating: -2  
Rate of Fire: 2 per turn  
Note: Fires twice per turn at same target either defensively or offensively

## FORWARD HITS

1-3: Retro Thrust  
4-5: Hvy Particle Beam  
6-7: Dual Particle Beam  
8-9: Dual Unipulse Cannon  
10-18: Forward Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Missile Rack  
9-10: Dual Particle Beam  
11-12: Dual Unipulse Cannon  
13-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Struct  
9-11: Port/Stb Thrust  
12-13: Sensors  
14-15: Engine  
16: Hangar  
17-19: Reactor  
20: C & C

**SPECIAL RULE:** On any hit scored on the port side, a natural roll of "20" is scored on the C&C.

## SENSOR DATA

Defensive EW

Target #1

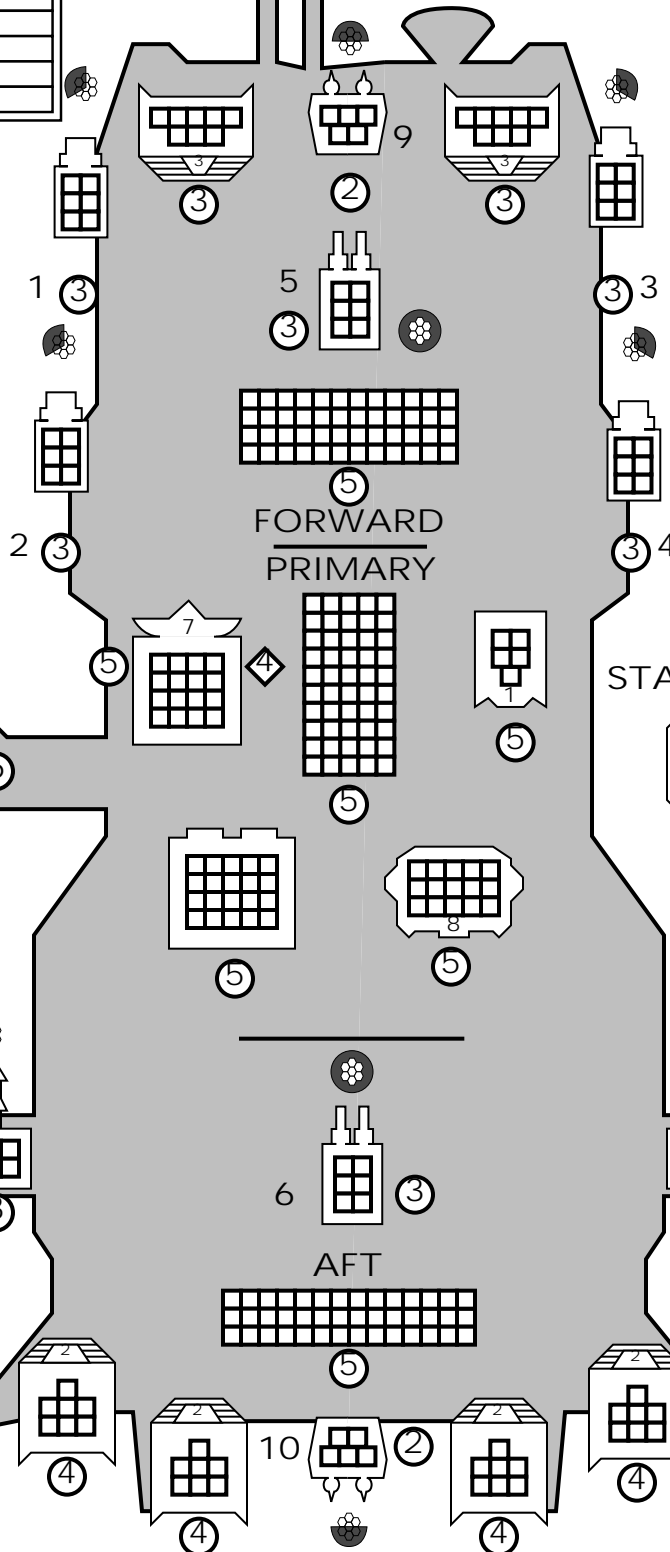
Target #2

Target #3

Target #4

Target #5

Target #6



PORT

STARBOARD

## HANGAR

1 Enforcer  
2 Prosecutors  
2 Shuttles: Thrust: 3  
Armor: 1 Defense: 8/10

## MISSILES

Rack #7


Rack #8


## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Class-S Missile Rack
- Dual Particle Beam
- Hvy Particle Beam
- Dual Uni-pulse Cannon