



Gaim Grast Support Frigate

SPECS

Class: Medium Ship
In Service: 2250
Point Value: 275
Ramming Factor: 60
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: 0

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

FORWARD HITS

1-5: Retro Thrust
6-9: Packet Torp
10-11: Std Particle Beam
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-9: Cargo
10-11: Std Particle Beam
12: Engine
13-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-11: Port/Stb Thrust
12: Hangar
13-15: Reactor
16-18: Sensors
19-20: C & C

SPECIAL NOTES

Limited Deployment (33%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

0 Fighters

1 Shuttle: Thrust: 4

Armor: 0 Defense: 9/10

PARTICLE CONCENTRATORS

In scenarios set after 2254, you may replace all packet torpedoes with particle concentrators, increasing the cost of the ship by 125 points.



WEAPON DATA

Packet Torpedo

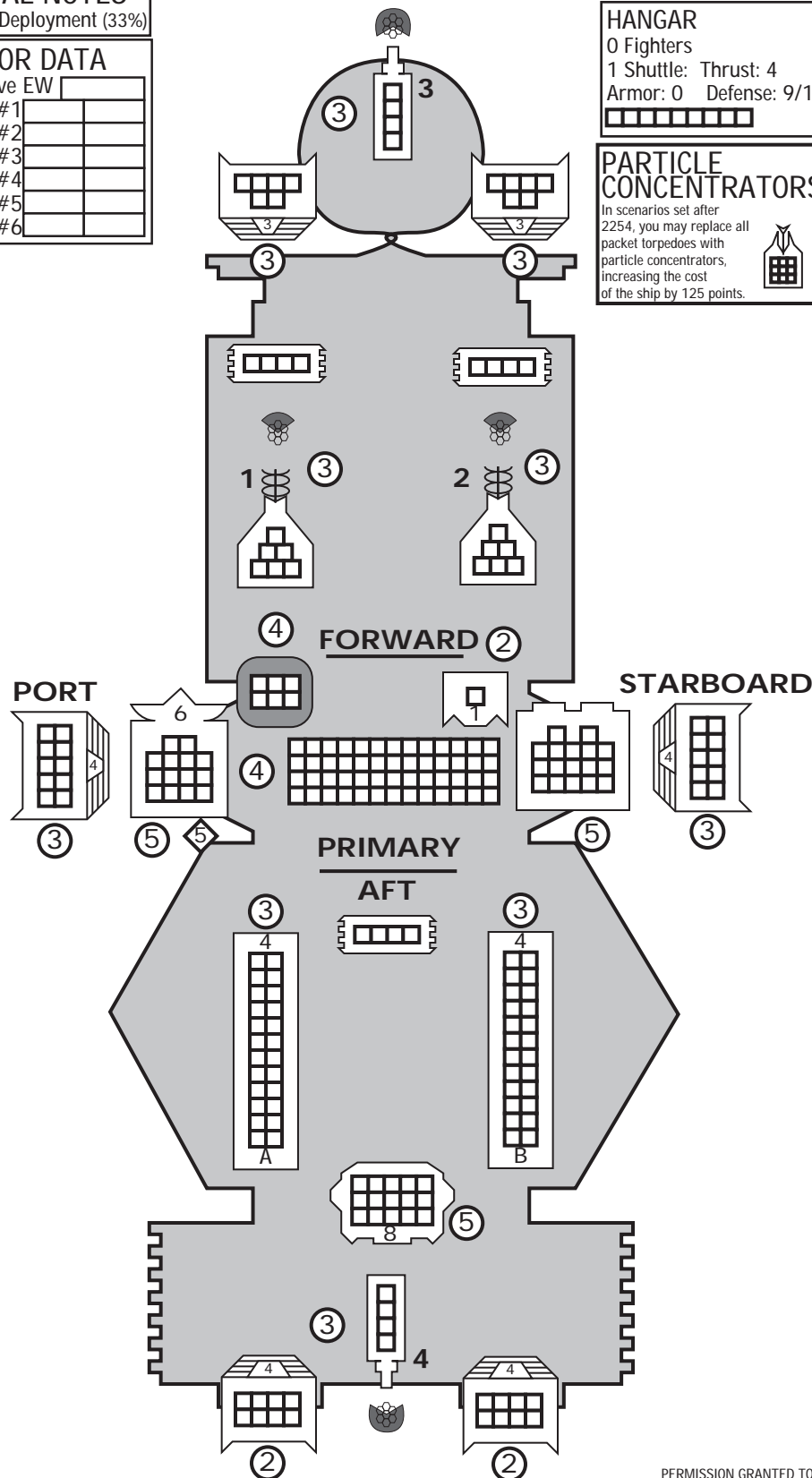
Class: Ballistic
Mode: Standard
Damage: 2d10+10
Range Penalty: -1 per 2 hexes after range 10
Fire Control: +3/+3/-6
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Standard 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: 1 per turn

Particle Concentrator

Class: Particle
Modes: Raking
Damage: 2d10+15
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+2
Intercept Rating: -1
Rate of Fire: 1 per 2 turns



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Std Particle Beam
- Packet Torpedo
- Bulkhead