

Raider Tokandra Frigate

SPECS

Class: Medium Ship
In Service: 1945
Point Value: 225
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 10
Engine Efficiency: 1/1
Extra Power: 0
Initiative Bonus: +12

WEAPON DATA

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

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

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

HANGAR

0 Fighters (6 External)
2 Shuttles: Thrust: 4
Armor: 1 Defense: 9/14



FORWARD HITS

1-4: Retro Thrust
5-7: Med Plasma Cannon
8-9: Lt Particle Beam
10-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7: Lt Particle Beam
8-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-9: Port/Stb Thrust
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Agile Ship
Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

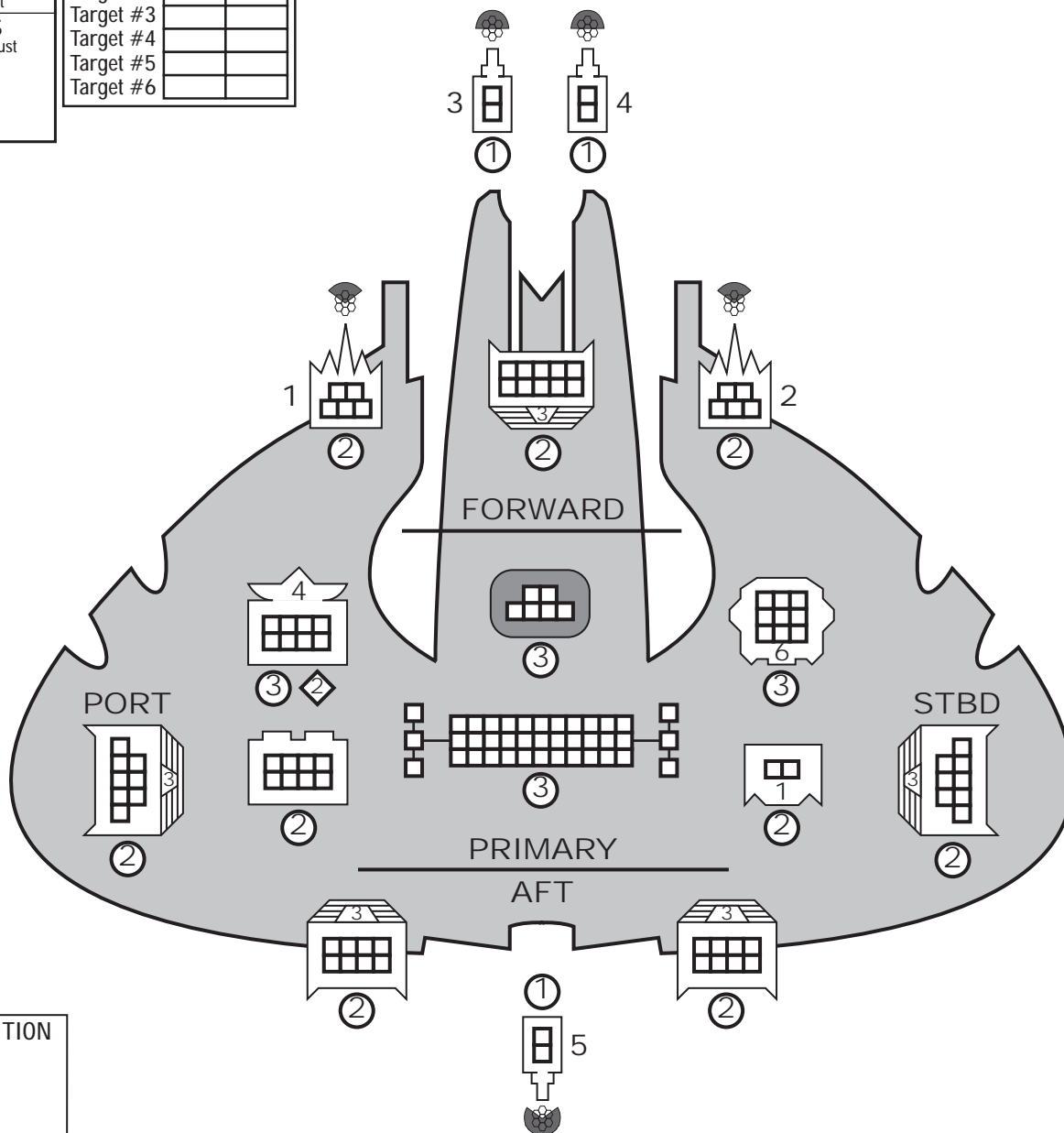
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med Plasma Cannon
- Light Particle Beam
- Ext. Fighter Rail