

Unsheathed Claw Murston Assault Frigate

SPECS

Class: Medium Ship
In Service: 1922
Point Value: 300
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

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

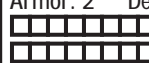
COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 13
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +12

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

HANGAR

0 Fighters
2 Shuttles: Thrust: 3
Armor: 2 Defense: 11/11



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 Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 2d10+2 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Plasma Web
Class: Plasma
Modes: Standard
Dmg: 1d6+2 (antifighter mode)
Range Penalty: n/a
Fire Control: n/a
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-3: Retro Thrust
4-5: Med Plasma Cannon
6-7: Lt Plasma Cannon
8-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Lt Plasma Cannon
8: Plasma Web
9: Plasma Battery
10-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-10: Marine Barracks
11-12: Sensors
13-14: Hangar
15-16: Engine
17-18: Reactor
19-20: C&C

SPECIAL NOTES

Atmospheric Capable
6 Marine Contingents

SENSOR DATA

Defensive EW

Target #1

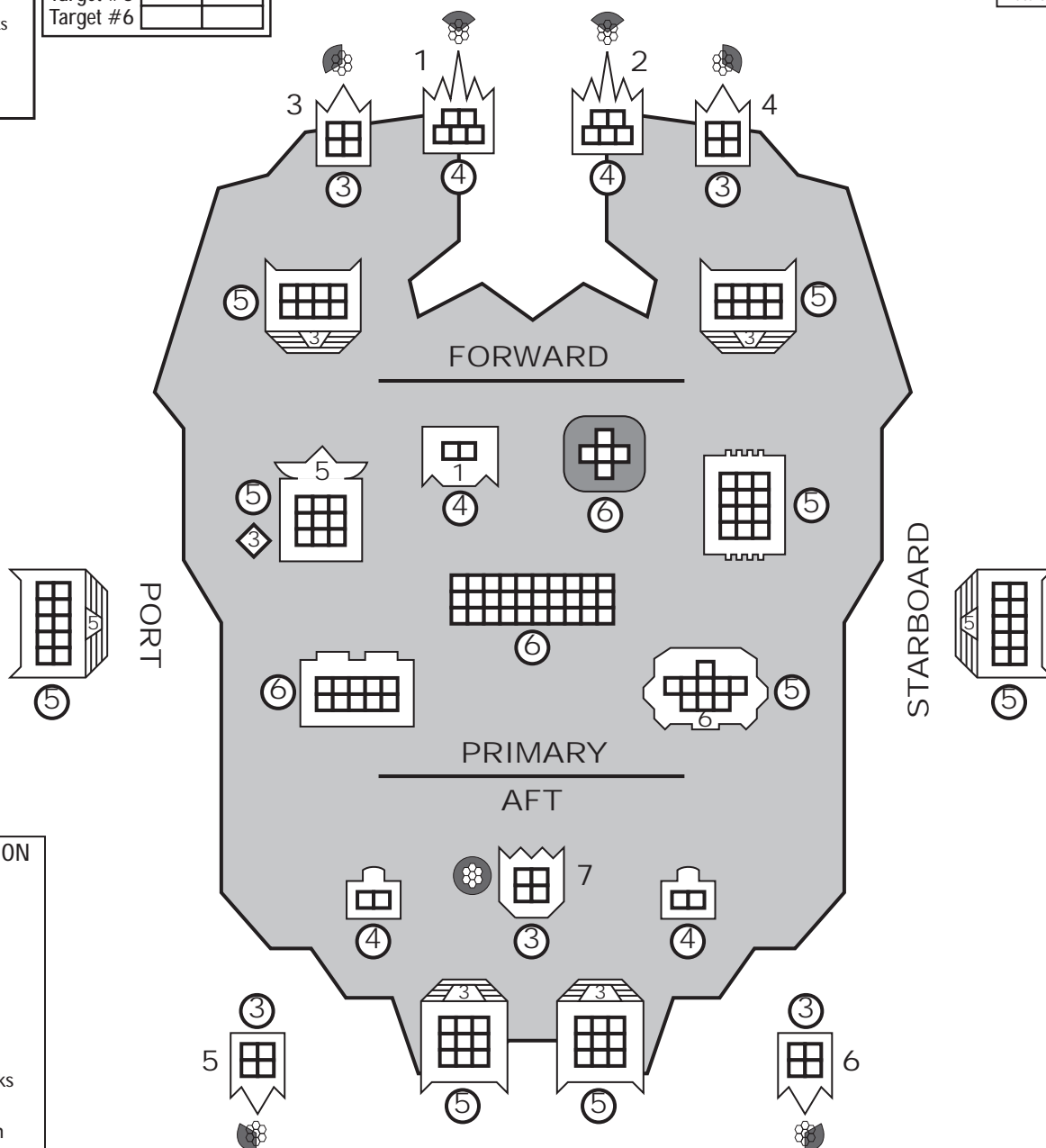
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Marine Barracks
- Medium Plasma Cannon
- Lt Plasma Cannon
- Plasma Web
- Plasma Battery