

Emblem-Class Frigate

HP	/24	EVASION	8 (+)
SHIELDS	/8	ARMOUR	2 (+)
POWER	/6	SPEED	6 (+)
AMMO	/16	SENSORS	8 (+)
RESTORES	/3	SIGNATURE	5 (+)

TRAITS

NAME	DESCRIPTION
CIC Automation	This ship may take an additional action during the action phase.
Efficient Point Defense	When firing Turret and Omni Mounts as PD, reduce the Ammo and Power Costs by 1, to a minimum of 0.
Maneuverable	This ship may make two heading adjustments instead of one during the Movement Phase.

SYSTEMS - CORE

Engine	$[-][\frac{1}{2}][0]$	Provides speed
Reactor	$[-][\frac{1}{2}][0]$	Provides power
Shield Gen.	$[\frac{1}{2}][0]$	Provides shields
Radar	$[\frac{1}{2}][0]$	Provides sensors
Comms	$[-][0]$	Provides comms
Magazine		On DMG, -4 Ammo
DC Locker		On DMG, -2 Restores

SYSTEMS - SLOTS

Reactor Booster	+2 Reactor/Power

WEAPONS

WEAPON NAME	POS	RANGE	AMMO	PW	SHOTS	AP	DMG	TAGS
[_] Light Spinal Rail	FF	20	1	1	1	10	2d6+3	Spinal, Accurate 1, Reload 1, Breach 1
[_]	FT				(x2)			
[_] Coilgun	FT	10	1	1	2	4	1d3+4	PD, Accurate 1, Reload 1
[_] Guardian Laser	RT	8	0	1	2	1	1d3+1	PD, Accurate 2, Reliable 2
[_]	FT				(x2)			
[_] Coilgun	PT	10	1	1	2	4	1d3+4	PD, Accurate 1, Reload 1
[_]	ST				(x2)			
[_]	F0				(x1)			

BAYS

PAYLOAD NAME	POS	SPEED	AMMO	PW	SWARM	AP	DMG	TAGS
[_] Chaff	P	0	1	0	1(x1)	0	-	Deployable, PD, Mayfly, Highlander
[_]	S				(x2)			
[_] Tracking Beacon	PSR	8	1	0	1(x1)	0	0	Missile, Lock 3
[_]	PSR				(x1)			