# 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 | [-][½][0] | Provides speed |
| Reactor | [-][½][0] | Provides power |
| Shield Gen. | [½][0] | Provides shields |
| Radar | [½][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 | FS | 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) | | | |
| [_] | FO | | | | (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) | | | |