



# EA Cronos Escort Frigate (Beta Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14 (10)
In Service: 2270	Turn Delay: 2/3 Speed	Stb/Port Defense: 16 (12)
Point Value: 750	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 150	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 3+3 Thrust	Initiative Bonus: +6
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	

WEAPON DATA
<b>Medium Pulse Cannon</b> Class: Particle Mode: Pulse Damage: 10 1d5 Times Maximum Pulses: 6 Grouping Range: +1 per 4 Range Penalty: -1 per hex Fire Control: +4/+3/+1 Intercept Rating: -2 Rate of Fire: 1 per 2 turns

FORWARD HITS
1-3: Retro Thrust
4-8: Med Pulse Cannon
9-10: Interceptor
11-18: Forward Struct
19-20: PRIMARY Hit

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

AFT HITS
1-5: Main Thrust
6-7: Aegis Pod
8-9: Med Pulse Cannon
10-11: Interceptor
12-18: Aft Struct
19-20: PRIMARY Hit

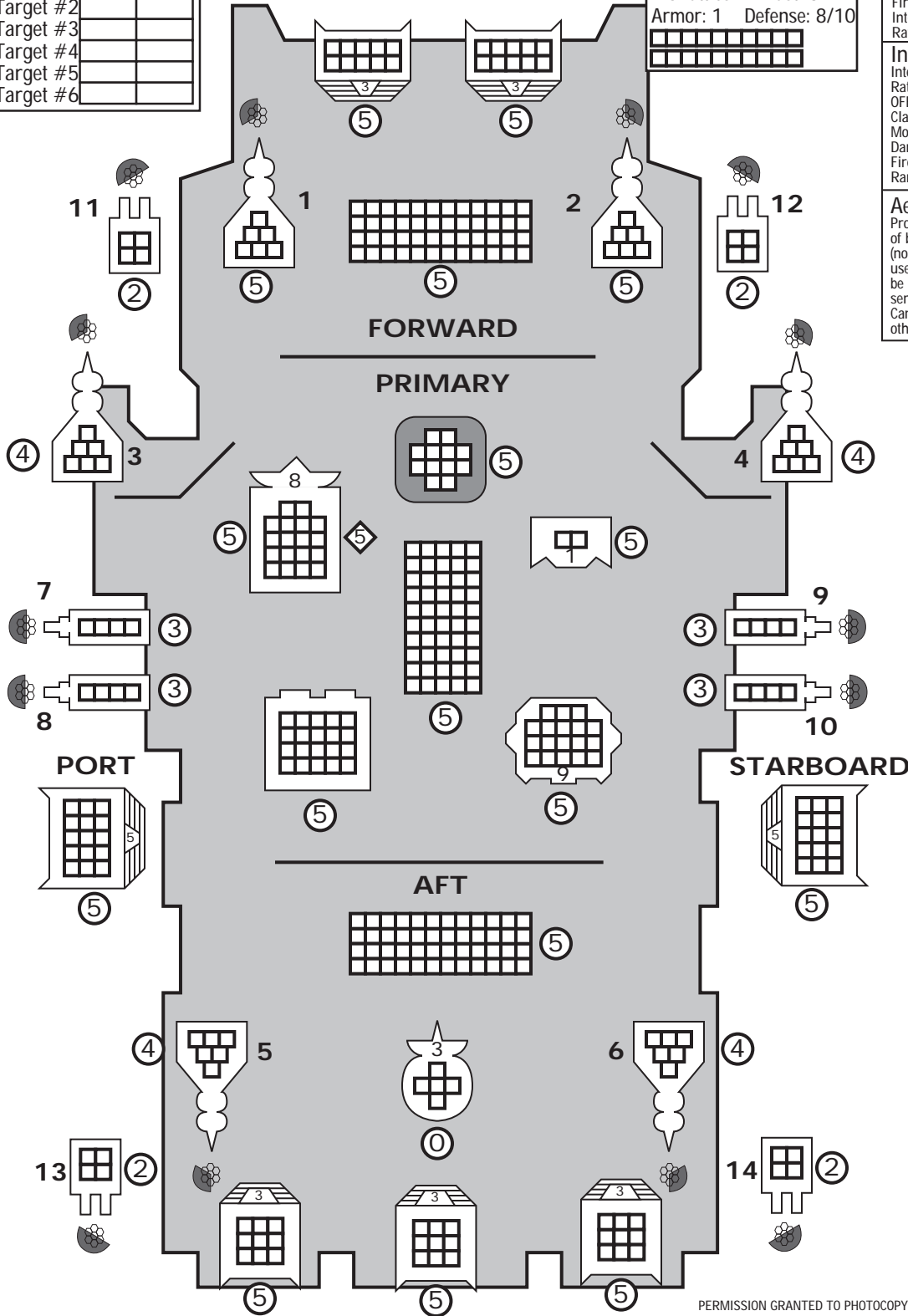
PRIMARY HITS
1-7: Primary Struct
8-10: Std Particle Beam
11-12: Port/Stb Thrust
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

HANGAR
0 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

<b>Standard Particle Beam</b> 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
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<b>Interceptor Mk-II</b> Intercept Rating: -4 Rate of Fire: 1 per turn OFFENSIVE MODE: Class: Particle Mode: Standard Damage: 1d10+8 Fire Control: -/-/+8 Range Penalty: -2 per hex
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<b>Aegis Sensor Pod</b> Provides displayed amount of bonus CCEW each turn (no other EW types can be used). These pods cannot be improved, nor can their sensor values be increased. Cannot combine with any other EW or sensor pods.
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ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Std Particle Beam
Aegis Sensor Pod
Pulse Cannon
Interceptor