



# Hurr Oracada Frigate

## SPECS

Class: Hvy Combat Vsl  
In Service: 2254  
Point Value: 375  
Ramming Factor: 130  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 16  
Engine Efficiency: 5/1  
Extra Power: +4  
Initiative Bonus: +6

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

## WEAPON DATA

**Lt Particle Cannon**  
Class: Particle  
Modes: Raking  
Damage: 2d10+8  
Range Penalty: -1 per hex  
Fire Control: +4/+2/+0  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

## Standard Particle Beam

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

## FORWARD HITS

1-4: Retro Thrust  
5-8: Lt Particle Cannon  
9-11: Std Particle Beam  
12-18: Forward Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Std Particle Beam  
9-13: Engine  
14-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

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

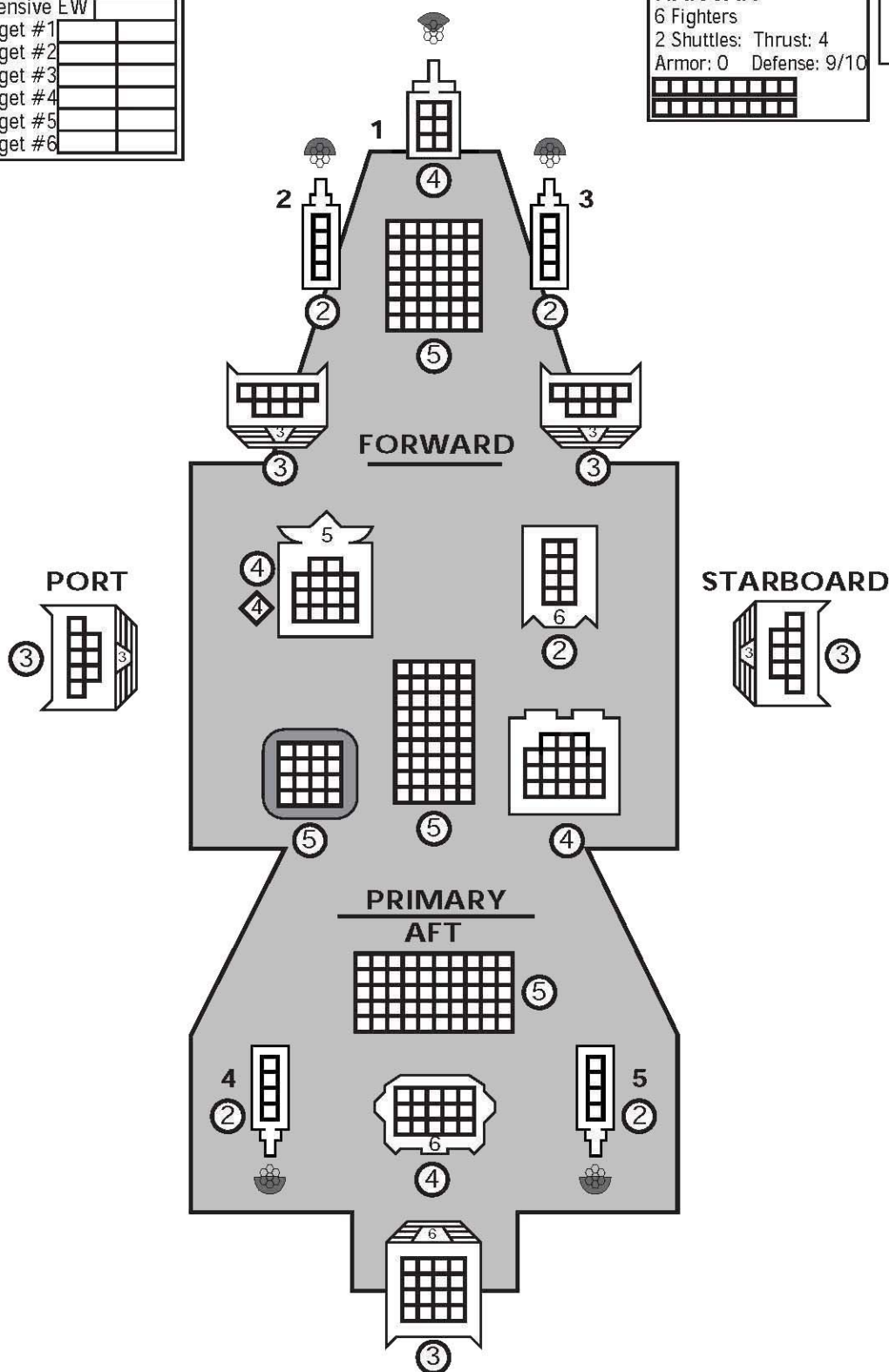
## SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

## HANGAR

6 Fighters  
2 Shuttles: Thrust: 4  
Armor: 0 Defense: 9/10



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Lt Particle Cannon
- Std Particle Beam