



# Hurr Ornak Picket Frigate

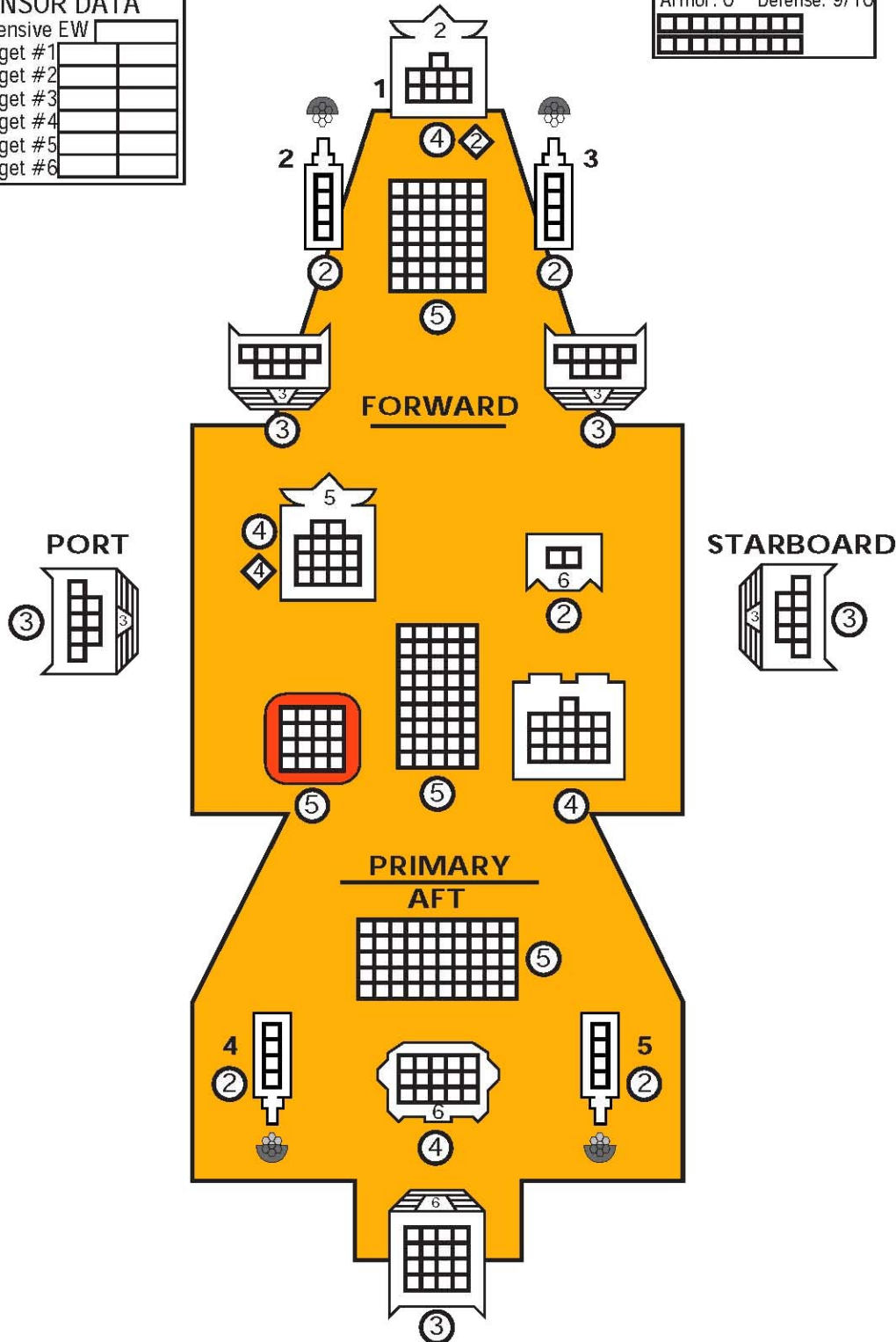
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service: 2256	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 400	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 5/1
Ramming Factor: 130	Pivot Cost: 4+4 Thrust	Extra Power: +3
Jump Delay: N/A	Roll Cost: 3+3 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 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
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: Sensors
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

SPECIAL NOTES
ELINT Ship
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
2 Shuttles: Thrust: 4
Armor: 0 Defense: 9/10



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Std Particle Beam