



Hurr Oradak Frigate

SPECS

Class: Hvy Combat Vsl
In Service: 2252
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: 0
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

Medium Bolter

Class: Particle
Modes: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: -1
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

HANGAR

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

FORWARD HITS

1-4: Retro Thrust
5-8: Medium Bolter
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

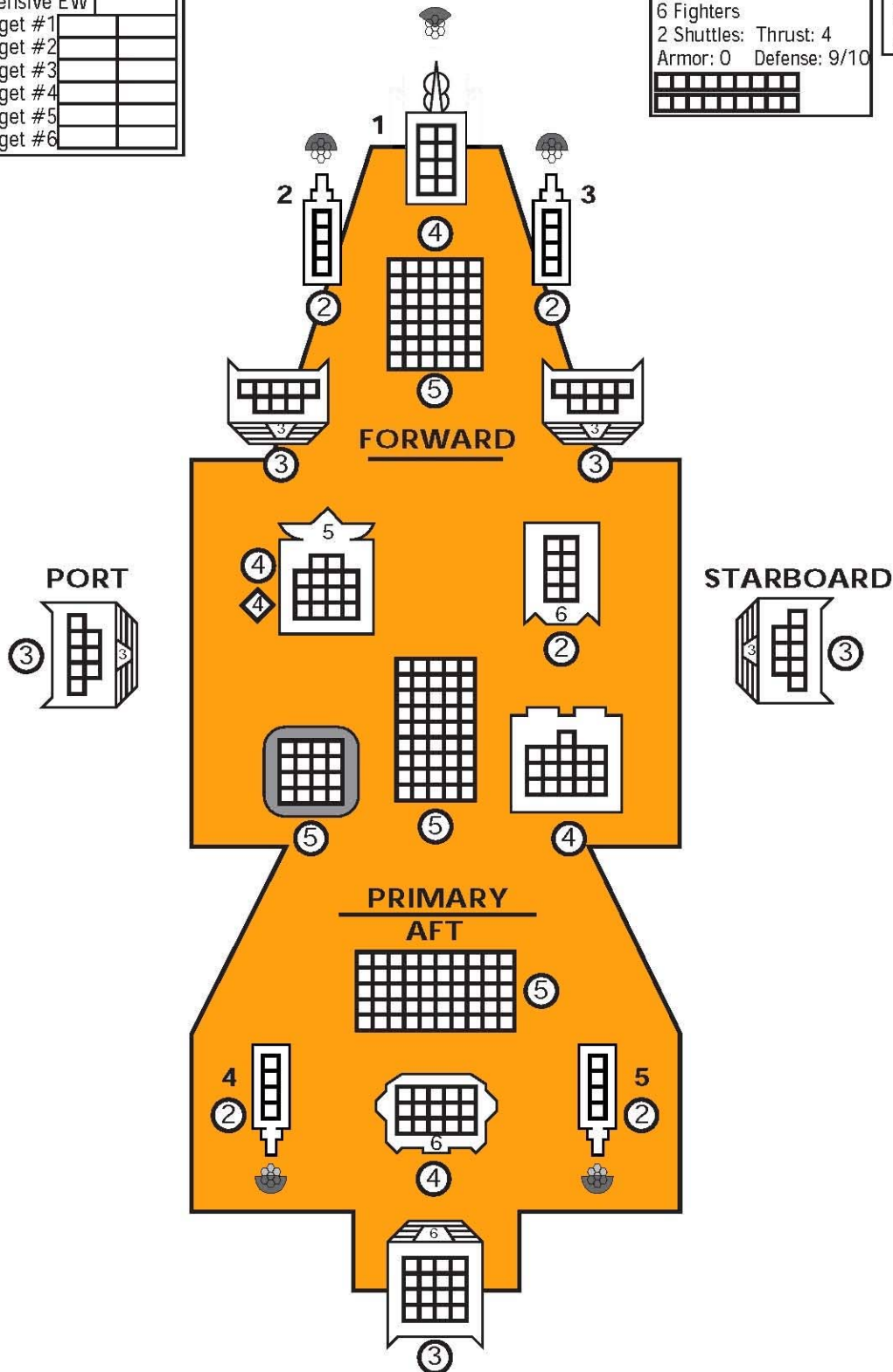
PRIMARY HITS

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		



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Medium Bolter
- Std Particle Beam