

Hyach Okath Kar Strike Frigate

SPECS

Class: Medium Ship
In Service: 2231
Point Value: 600
Ramming Factor: 80
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 x Speed
Turn Delay: 1/2 x Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2 Thrust
Roll Cost: 2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: +2
Initiative Bonus: +12

WEAPON DATA

Assault Laser

Class: Laser
Modes: Raking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Interdictor

Class: Particle
Modes: Defensive only
Damage: None
Range Penalty: n/a
Fire Control: n/a
Intercept Rating: -4
Rate of Fire: 1 per turn

FORWARD HITS

1-5: Retro Thrust
6-8: Assault Laser
9-10: Interdictor
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Assault Laser
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
13-14: Computer
15-17: Engine
18-19: Reactor
20: C & C

SPECIAL NOTES

Gravitic Drive System
Crew Specialists: 1
Agile Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

2 BONUS FIRE CONTROL PTS.

Capital/HCVs

Med. Ships

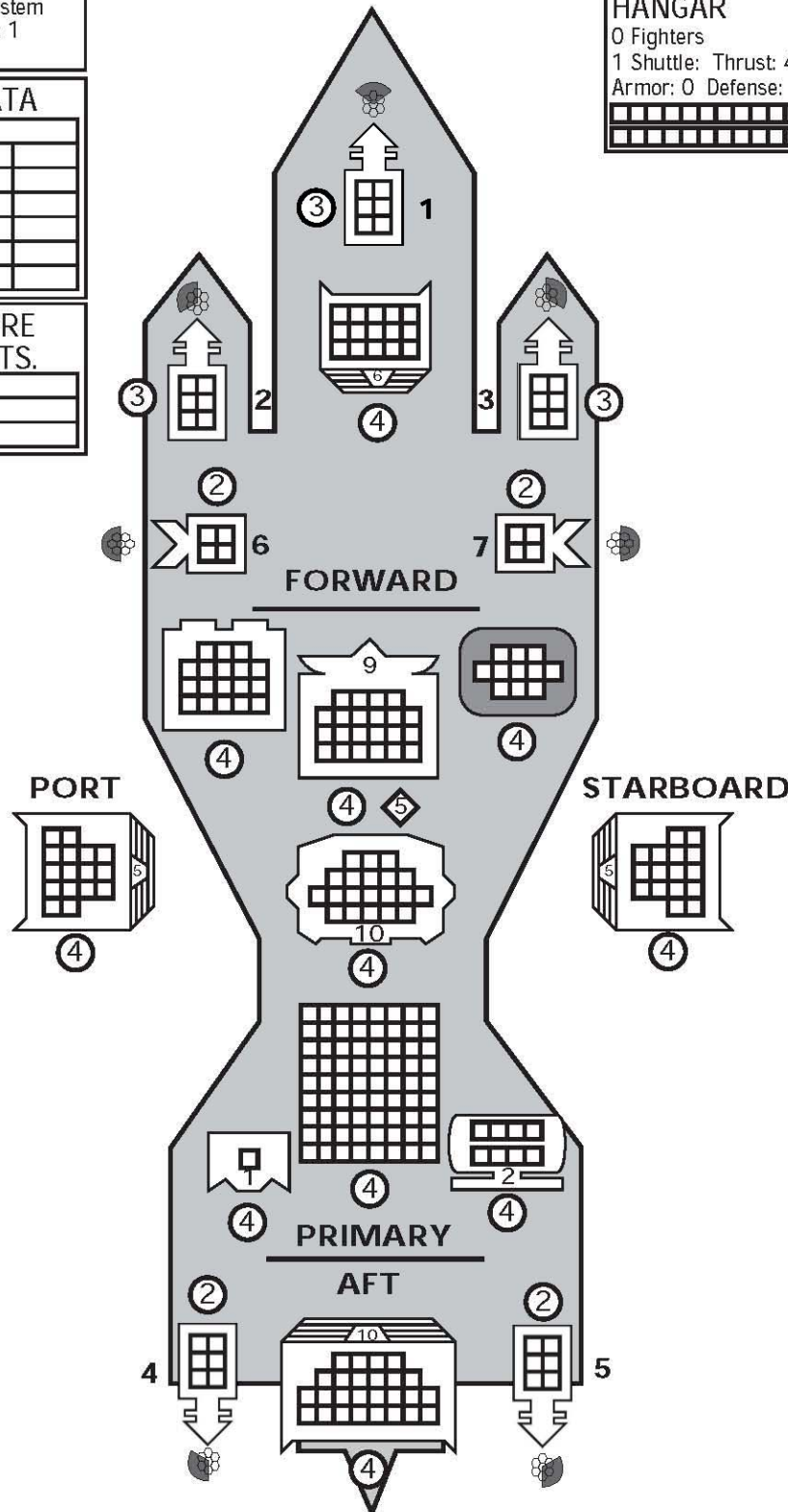
Ftrs/Shuttles

HANGAR

0 Fighters

1 Shuttle: Thrust: 4

Armor: 0 Defense: 10/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Computer
- Interdictor
- Assault Laser