

Version 1: GM

Name: \_\_\_\_\_

Counter: \_\_\_\_\_



# Hyach Heltat Kar Attack Frigate

## SPECS

Class: Medium Ship  
In Service: 2187  
Point Value: 585  
Ramming Factor: 60  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 10  
Stb/Port Defense: 12  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +13

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

## WEAPON DATA

Medium Laser Cannon  
Class: Laser  
Modes: Raking  
Damage: 3d10+12  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

## Maser

Class: Laser  
Modes: Standard  
Damage: 2d10+2  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+2  
Intercept Rating: n/a  
Rate of Fire: 1 per turn  
Special: Armor counts double, damage doubled for crits

## 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: Medium Laser  
9: Interdictor  
10-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8-9: Maser  
10-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-7: Port/Stb Thrust  
8-10: Sensors  
11: Hangar  
12-13: Computer  
14-17: 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

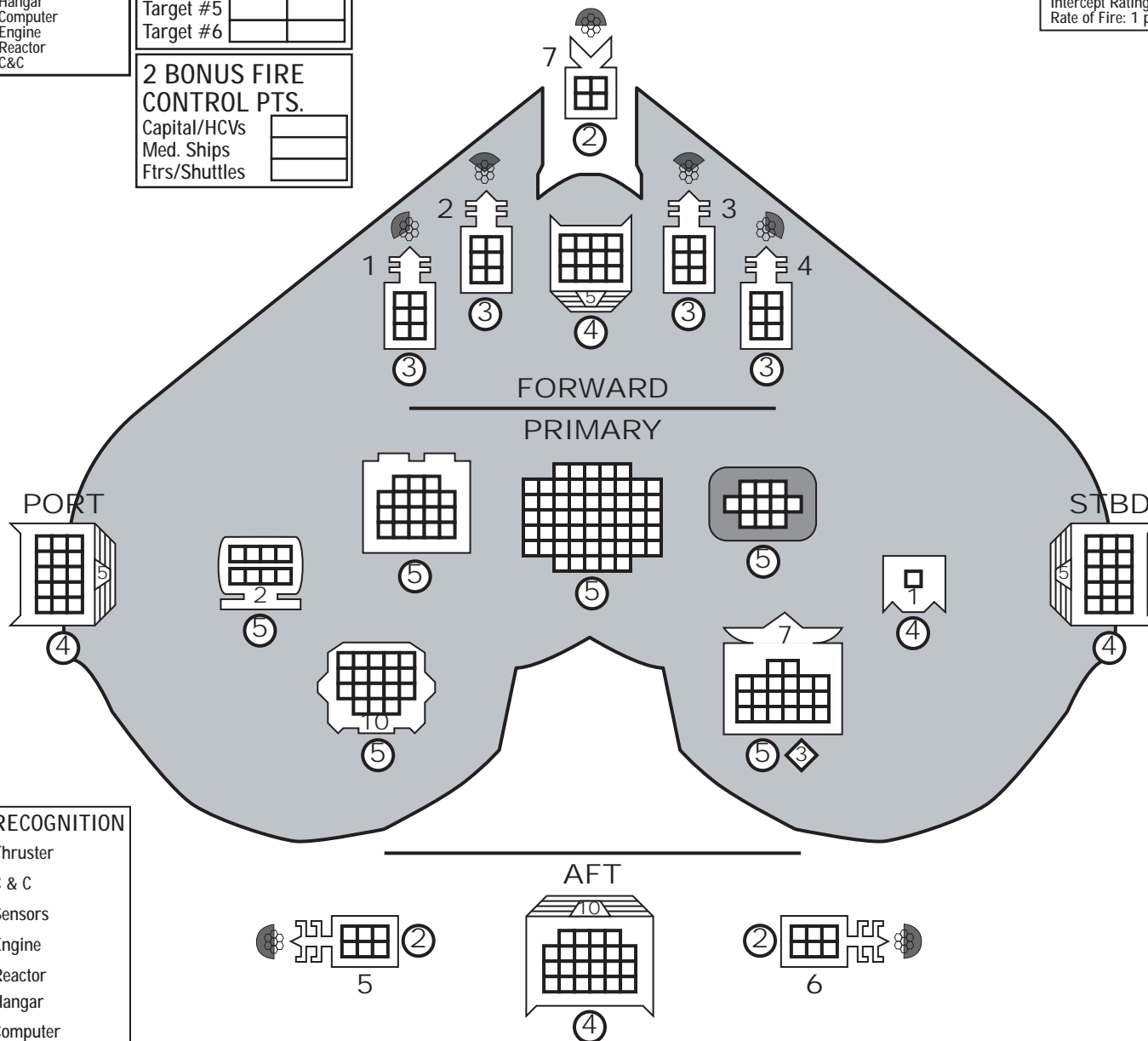
Ftrs/Shuttles

## HANGAR

0 Fighters

1 Shuttle: Thrust: 4

Armor: 0 Defense: 10/10



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Computer
- Medium Laser
- Maser
- Interdictor