

INIT
SPEED

Name: Counter:

Kapuki Class Frigate

Kikoku

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: 1951	Turn Delay: 1/2 Speed	Stb/Port Defense: 13
Point Value: 400	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor:	Pivot Cost: 2+2 Thrust	Extra Power: 0
Hyper Delay: 6 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +13

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8

INTENT

WEAPON DATA

Particle Beam Accelerator

Class: Particle

Mode: Raking

Damage: 2d10+8

Range Penalty: -1 per 2 Hexes

Fire Control: +3/+4/-3

Intercept Rating: n/a

Rate of Fire: 1 per 2 turns

Scatter Blaster

Class: Particle

Mode: Standard

Damage: 1d10+3

Range Penalty: -2 per Hex

Fire Control: +2/+4/+6

Intercept Rating: -2

Rate of Fire: 3 per turn

- FORWARD HITS
- 1-5: Retro Thrust
- 6-9: Part Beam Accel
- 10-11: Scatter Blaster
- 12-17: Structure
- 18-20: Primary Hit

- AFT HITS
- 1-6: Main Thrust
- 7-10: Hyperfield Drive
- 11-17: Structure
- 18-20: Critical Hit

- PRIMARY HITS
- 1-7: Primary Struct
- 8-9: Port/Stb Thrust
- 10-11: Scatter Blaster
- 12-14: Sensors
- 15-16: Engine
- 17-19: Reactor
- 20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

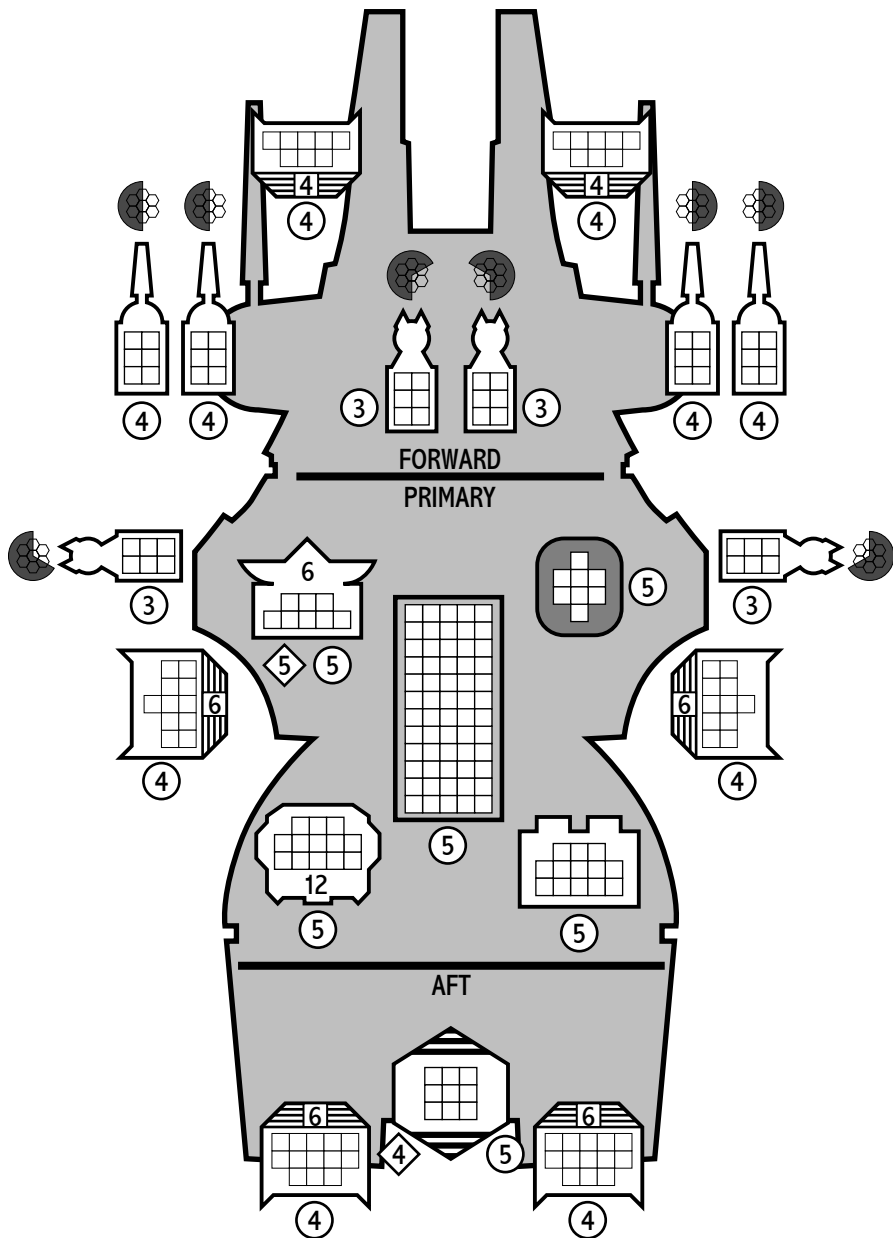
Target #3

Target #4

Target #5

Target #6

TURN DELAY



ICON RECOGNITION

- C&C
- Sensors
- Reactor
- Engine
- Hangar
- Hyperfield Drive
- Thruster
- Scatter Blaster
- Particle Beam Accelerator