



Hyach Venerable Okath Kat Fast Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 x Speed	Fwd/Aft Defense: 13
In Service: 2250	Turn Delay: 1/2 x Speed	Stb/Port Defense: 14
Point Value: 720	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 80	Pivot Cost: 2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2 Thrust	Initiative Bonus: +12

WEAPON DATA

ADCAP Laser Cannon	
Class: Laser	
Mode: R, S	⬇
Damage: 3d10+12	
Range Penalty: -1 per 3 hexes	
Fire Control: +3/+3/-1	⬆
Intercept Rating: n/a	
Rate of Fire: 1 per 3 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	

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

HANGAR

0 Fighters
1 Shuttle: Thrust: 4
Armor: 0 Defense: 10/10

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

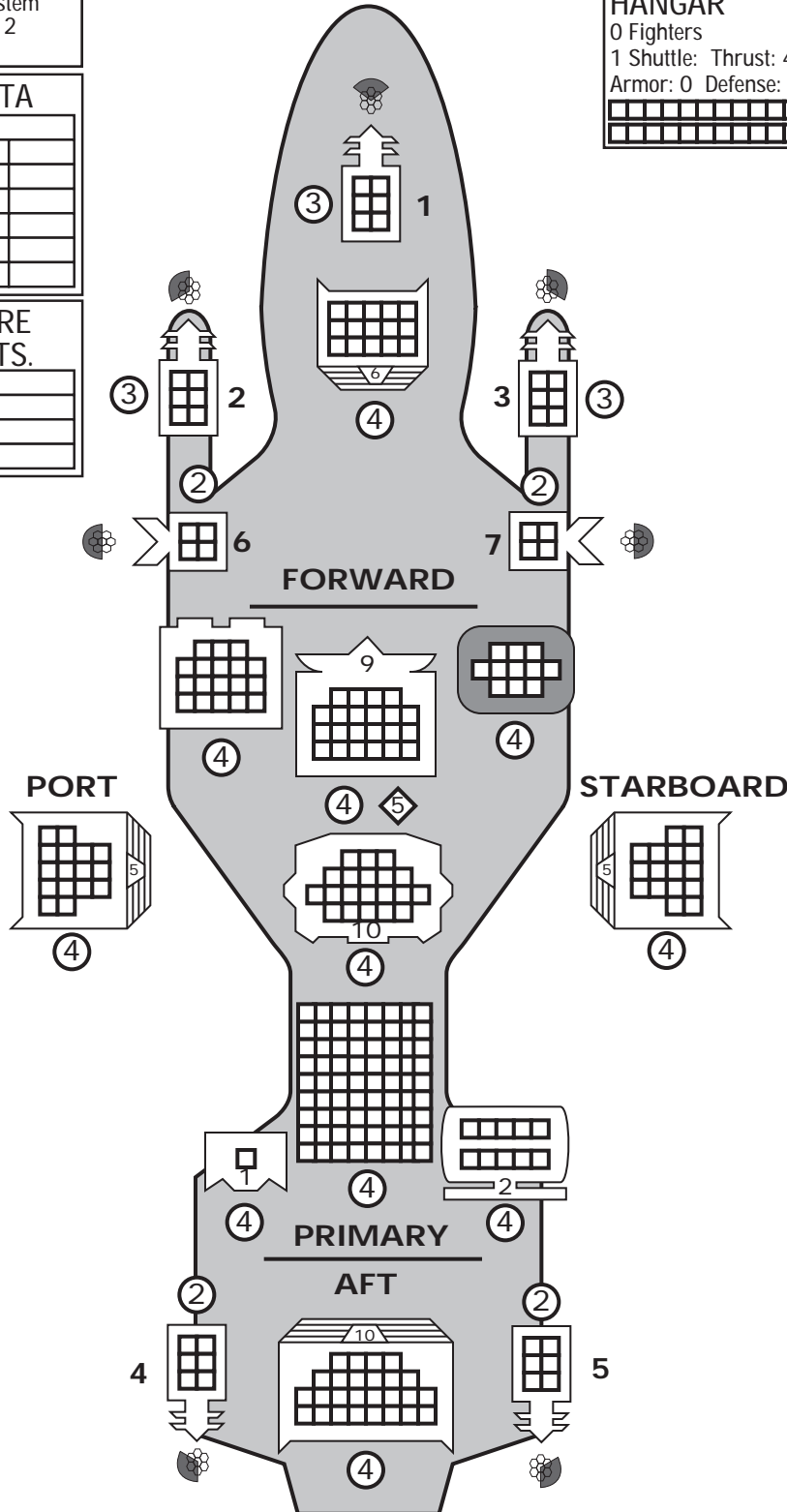
SPECIAL NOTES
Gravitic Drive System
Crew Specialists: 2
Agile Ship

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

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

PRIMARY HITS
1-8: Port/Stb Thrust
9-11: Sensors
12: Hangar
13-14: Computer
15-17: Engine
18-19: Reactor
20: C & C

2 BONUS FIRE CONTROL PTS.	
Capital/HCVs	
Med. Ships	
Ftrs/Shuttles	
Intercept	



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Computer
	Interdictor
	ADCAP Laser