



Hyach Venerable Okath Kur Escort Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 x Speed	Fwd/Aft Defense: 13
In Service: 2256	Turn Delay: 1/2 x Speed	Stb/Port Defense: 14
Point Value: 775	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
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	
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
Splinter Maser	Class: Laser Modes: Standard Damage: 2d10+2 Range Penalty: -1 (-2) per hex Fire Control: +3/+3/+2 Intercept Rating: n/a Rate of Fire: 1 (2) per turn <i>Special: Armor counts double, damage doubled for crits</i>
Interdictor	Class: Particle Modes: Defensive only Damage: None Range Penalty: n/a Fire Control: n/a Intercept Rating: -4 Rate of Fire: 1per turn

FORWARD HITS
1-4: Retro Thrust
5: ADCAP Laser
6-9: Splinter Maser
10-11: Interdictor
12-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-7: Splinter Maser
8-9: Interdictor
10-17: Structure
18-20: PRIMARY Hit

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

SPECIAL NOTES
 Gravitic Drive System
 Defense Specialist
 Agile Ship

SENSOR DATA

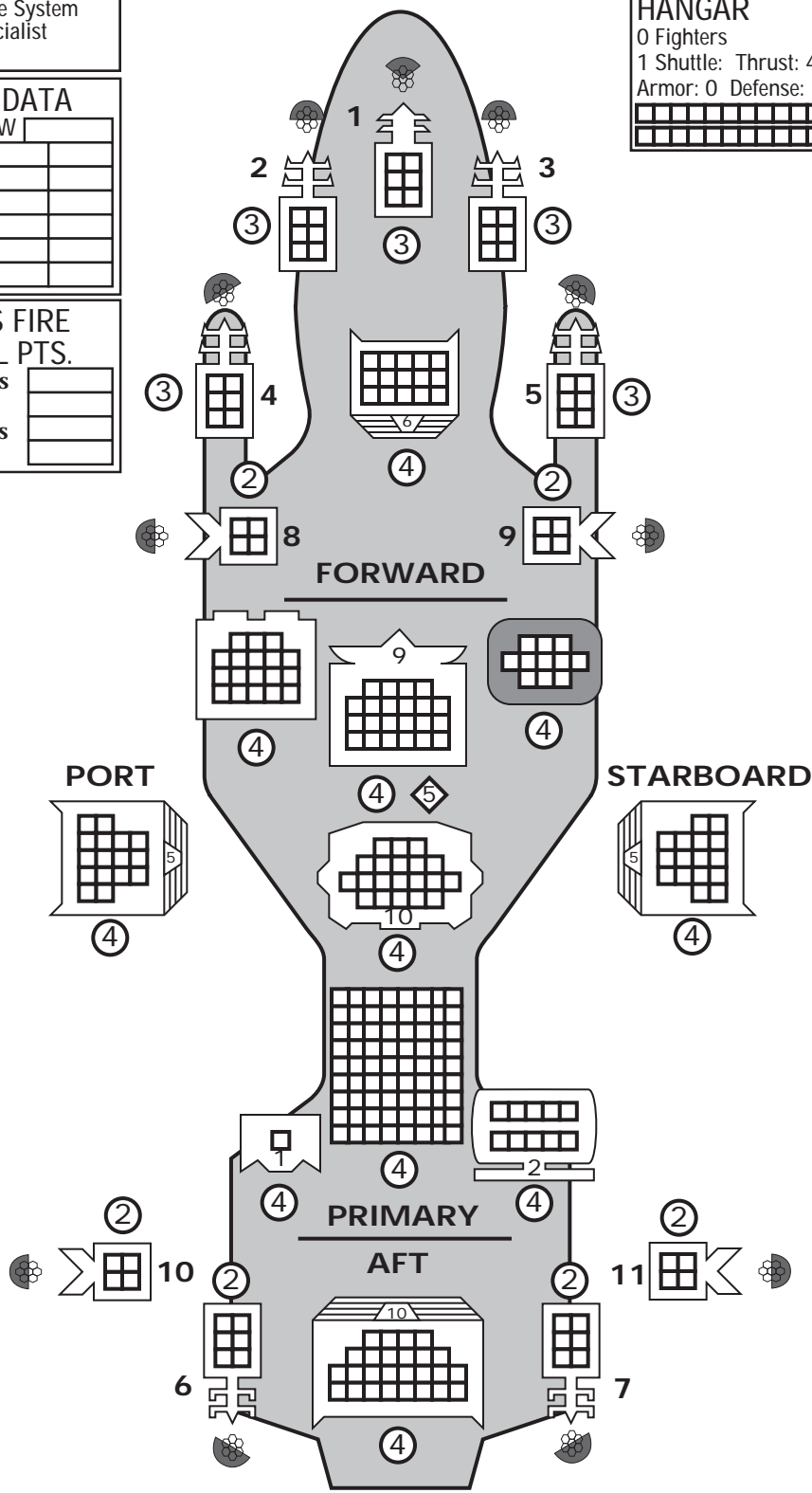
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

2 BONUS FIRE CONTROL PTS.

Capital/HCVs	
Med. Ships	
Ftrs/Shuttles	
Intercept	

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

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ICON RECOGNITION

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