



# Circasian Olcata Frigate

<b>SPECS</b> Class: Medium Ship In Service: 1942 Point Value: 225 Ramming Factor: 40 Jump Delay: N/A	<b>MANEUVERING</b> Turn Cost: 1/3 Speed Turn Delay: 1/3 Speed Accel/Decel Cost: 1 Thrust Pivot Cost: 1 Thrust Roll Cost: 1 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 11 Stb/Port Defense: 10 Engine Efficiency: 2/1 Extra Power: 0 Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

<b>WEAPON DATA</b>
<b>Light Laser Cannon</b> Class: Laser Modes: Raking Damage: 2d10+7 Range Penalty: -1 per hex Fire Control: +2/+1/-2 Intercept Rating: n/a Rate of Fire: 1 per 2 turns

<b>Light Particle Beam</b> Class: Particle Modes: Standard Damage: 1d10+4 Range Penalty: -2 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn
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<b>FORWARD HITS</b>
1-4: Retro Thrust 5-7: Light Laser 8-10: Light Particle Beam 11-17: Structure 18-20: PRIMARY Hit

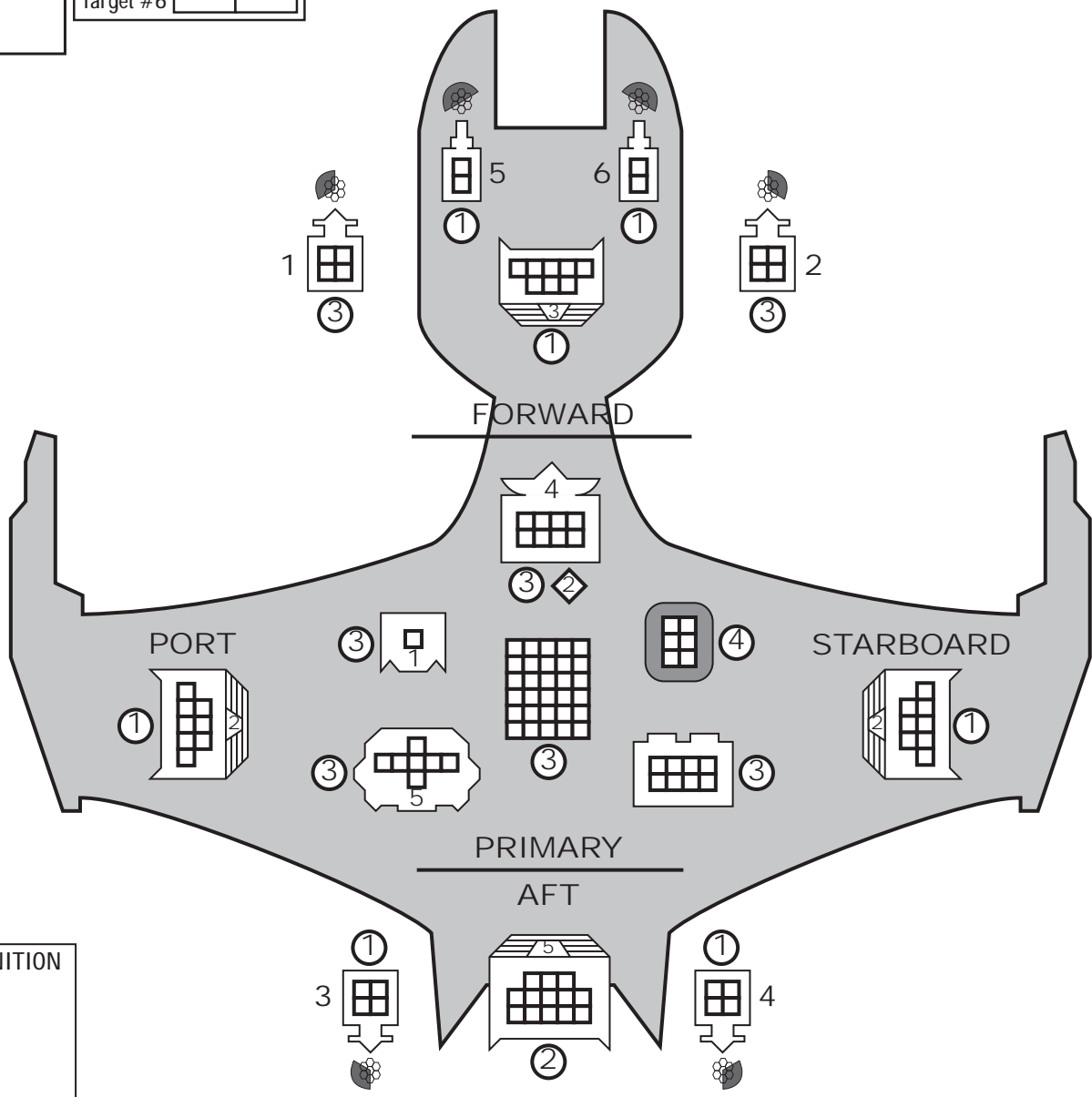
**SPECIAL NOTES**  
Agile Ship  
Atmospheric Capable

<b>AFT HITS</b>
1-6: Main Thrust 7-9: Light Laser 10-17: Structure 18-20: PRIMARY Hit

<b>SENSOR DATA</b>	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

<b>PRIMARY HITS</b>
1-9: Port/Stb Thrust 10-12: Sensors 13-15: Engine 16-17: Hangar 18-19: Reactor 20: C&C

<b>HANGAR</b>
0 Fighters
1 Shuttle: Thrust: 3
Armor: 1 Defense: 10/10
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<b>ICON RECOGNITION</b>
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Light Laser
Lt Particle Beam