

TKS Or-kala'na Defense Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 12
In Service: Unknown	Turn Delay: 1/2 Speed	Stb/Port Defense: 12
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 50	Pivot Cost: 1 Thrust	Extra Power: +8
Jump Delay: N/A	Roll Cost: 2 Thrust	Initiative Bonus: +14
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 6
Turn Delay	1 1 2 2 3 3 4	4 5 5 6 6 6

WEAPON DATA

Ion Defender
 Class: Ion
 Mode: Standard
 Damage: 1d10+3
Double Power: Increase dmg to 1d10+8
 Range Penalty: -1 per 2 hexes
 Fire Control: +1/+2/+4
 Intercept Rating: -3
 Rate of Fire: 2 per turn

FORWARD HITS

1-6: Retro Thrust
 7-10: Ion Defender
 11-17: Structure
 18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
 8-11: Ion Defender
 9-10: Point Defense Beam
 12-18: Structure
 19-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
 9-11: Sensors
 12: Struct Replacement
 13-15: Engine
 16-18: Reactor
 19-20: C & C

SPECIAL NOTES

Gravitic Drive
 Agile Ship

SENSOR DATA

Defensive EW

Target #1

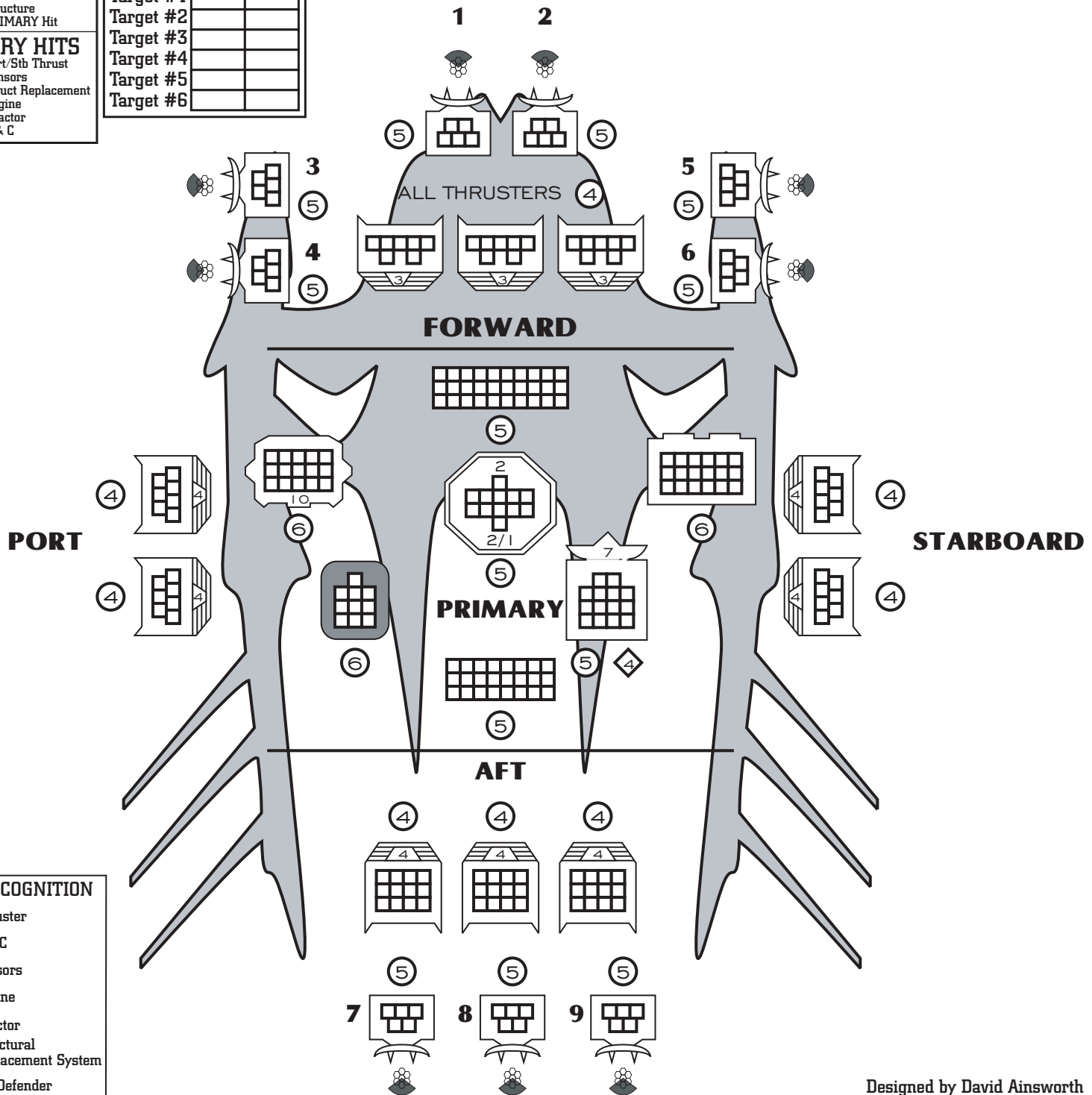
Target #2

Target #3








Target #4

Target #5

Target #6



ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Reactor
-  Structural Replacement System
-  Ion Defender