



Circasian Olcata Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship In Service: 1942 Point Value: 225 Ramming Factor: 40 Jump Delay: N/A	Turn Cost: 1/3 Speed Turn Delay: 1/3 Speed Accel/Decel Cost: 1 Thrust Pivot Cost: 1 Thrust Roll Cost: 1 Thrust	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	

WEAPON DATA	
Light Laser Cannon	
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	

Light Particle Beam	
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	

FORWARD HITS	
1-4:	Retro Thrust
5-7:	Light Laser
8-10:	Light Particle Beam
11-17:	Structure
18-20:	PRIMARY Hit

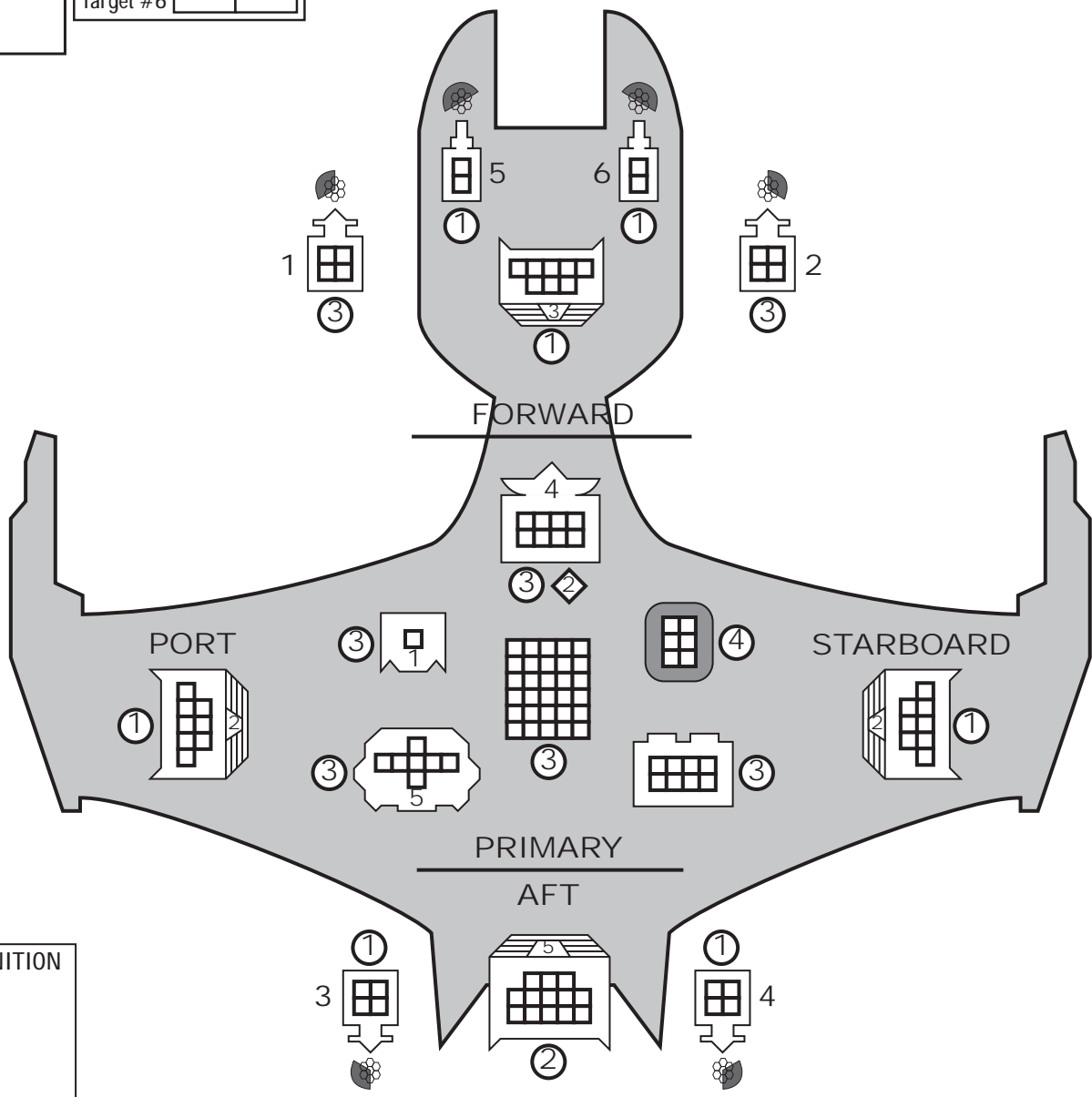
SPECIAL NOTES
 Agile Ship
 Atmospheric Capable

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

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

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

HANGAR	
0 Fighters	
1 Shuttle: Thrust: 3	
Armor: 1 Defense: 10/10	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Light Laser
	Lt Particle Beam