

INIT

SPEED

Name:

Counter:

Huala Class Fast Frigate

Jun-ila

SPECS

MANEUVERING

COMBAT STATS

Class: Hvy Combat Vsl

Turn Cost: 1/2 Speed

Fwd/Aft Defense: 12

In Service:

Turn Delay: 1/2 Speed

Stb/Port Defense: 13

Point Value: 425

Accel/Decel Cost: 2 Thrust

Engine Efficiency: 2/1

Ramming Factor:

Pivot Cost: 3+3 Thrust

Extra Power: 0

Hyper Delay: 12 Turns

Roll Cost: 1+1 Thrust

Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8

WEAPON DATA

Medium Blast Laser

Class: Laser

Mode: Standard

Damage: 2d10+10

Range Penalty: -1 per 3 Hexes

Fire Control: +3/+1/-1

Intercept Rating: n/a

Rate of Fire: 1 per 2 turns

Point Defense Laser

Class: Laser

Mode: Standard

Damage: 1d10+4

Range Penalty: -1 per 2 Hexes

Fire Control: +0/+2/+6

Intercept Rating: -4

Rate of Fire: 1 per turn

FORWARD HITS

1-5: Retro Thrust

6-10: Medium Blast Laser

11-17: Structure

18-20: Primary Hit

AFT HITS

1-6: Main Thrust

7-10: Point Def Laser

11-17: Structure

18-20: Critical Hit

PRIMARY HITS

1-7: Primary Struct

8-9: Port/Stb Thrust

10-11: Hyperfield Drive

12-14: Sensors

15-17: Engine

18-19: Reactor

20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

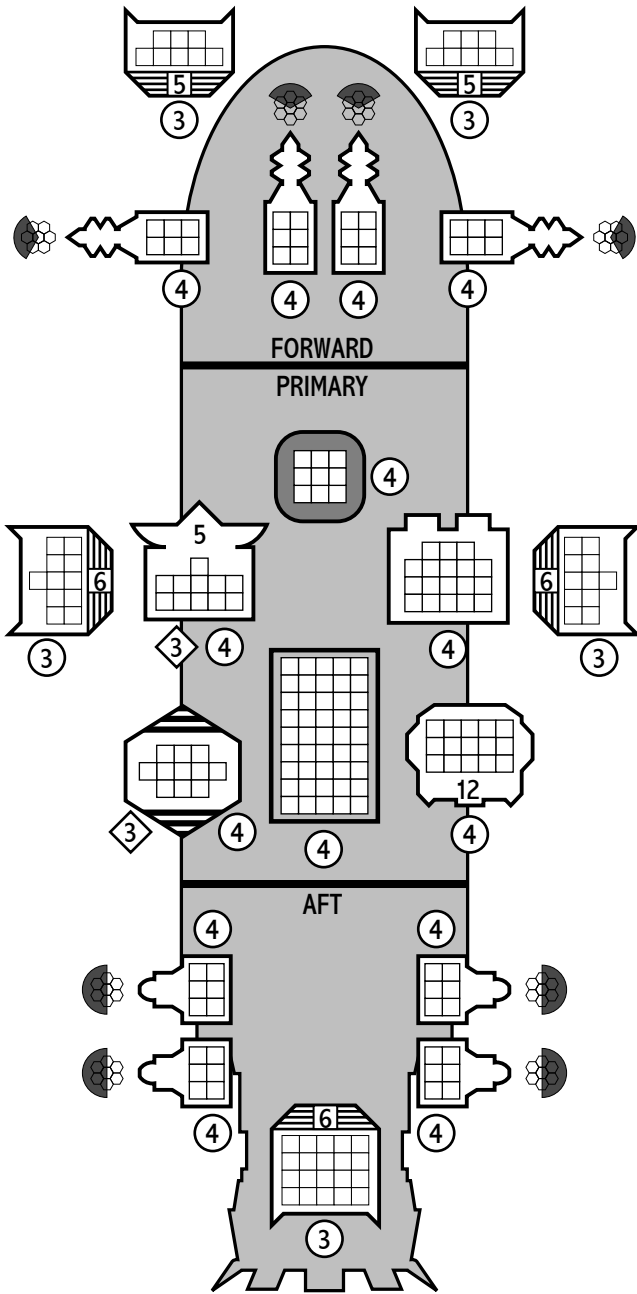
Target #3

Target #4

Target #5

Target #6

TURN DELAY



ICON RECOGNITION

C&C

Sensors

Reactor

Engine

Hangar

Hyperfield Drive

Thruster

Medium Blast Laser

Point Defense Laser