

# Ingalli Kinchen Attack Frigates

## SPECS

Class: Lt Combat Vsl  
In Service: 1766  
Point Value: 150 each  
Ramming Factor: 30  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1/4 Speed  
Turn Delay: 1/4 Speed  
Accel/Decel Cost: 1 Thrust  
Pivot Cost: 1 Thrust  
Roll Cost: 1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 7  
Stb/Port Defense: 10  
Engine Efficiency: 1/1  
Extra Power: +4  
Initiative Bonus: +14

## WEAPON DATA

**Repeater Gun**  
Class: Particle  
Modes: Standard  
Damage: 1d10+3  
Range Penalty: -1 per 2 hexes  
Fire Control: +2/+2/+2  
Intercept Rating: -1 per shot  
Rate of Fire: 1 or more per turn

## HIT LOCATIONS

1-10: Structure  
11-13: Repeater Gun  
14-16: Drive  
17-18: Reactor  
19-20: Control

## SPECIAL NOTES

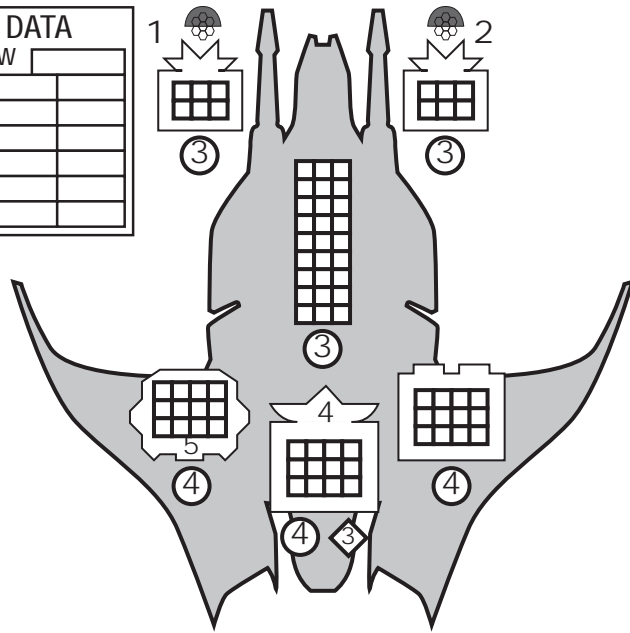
Agile Ships  
Atmospheric Capable

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

## SENSOR DATA

Defensive EW

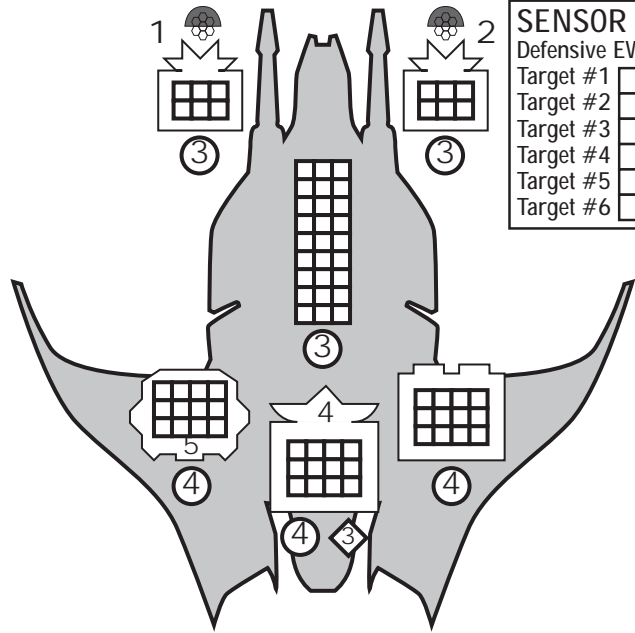
Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6



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Defensive EW

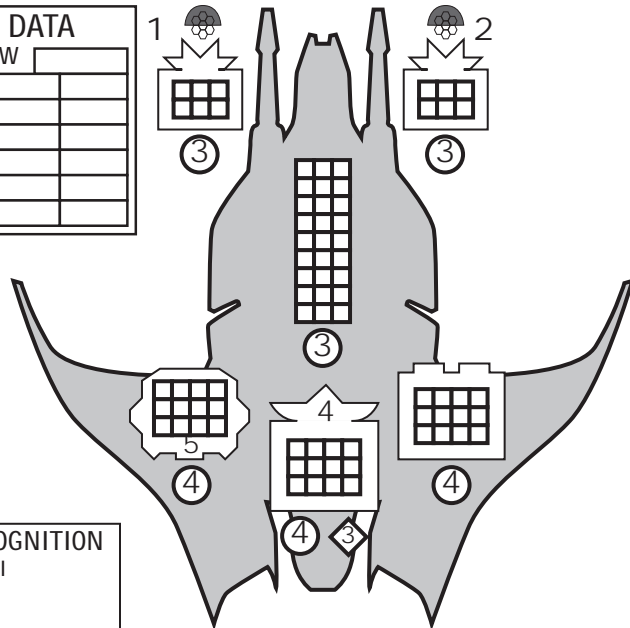
Target #1  
Target #2  
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Defensive EW

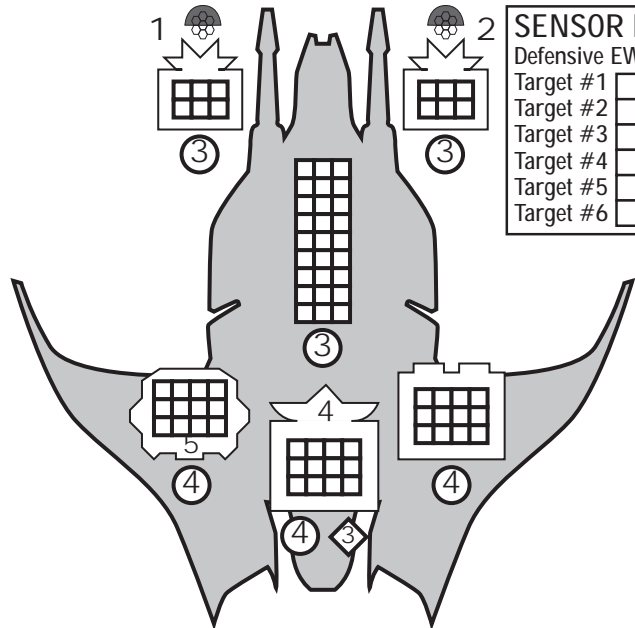
Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6



## SENSOR DATA

Defensive EW

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



## ICON RECOGNITION

- Control
- Drive
- Reactor
- Repeater Gun