

FAST ATTACK

Evil Robot Games

Katar Fast Attack

The sleek Katar Fast Attack vessel is the fastest ship of its size in the fleet: built to make rapid advances around inner- and outer-system worlds, deter pirates, the Fast Attack ships remind would-be attackers that there is a price to be paid for intruding on Katar space.

KATAR FAST ATTACK TIER 8

Large Destroyer

Speed 10; **Maneuverability** average (+0 Piloting, turn 2)

AC 21; TL 23

HP 190; **DT** —; **CT** 38

Shields medium 200 (forward 60, port 40, starboard 40, aft 60)

Attack (Forward) Particle beam (8d6)

Attack (Forward) Heavy torpedo launcher (5d8)

Attack (port) Laser net (2d6)

Attack (starboard) Laser net (2d6)

Attack (aft) Light Torpedo Launcher (2d8)

Attack (turret) Light particle beam (3d6)

Power Core Pulse Prismatic (300 PCU); Drift Engine basic;

Systems MK2 trinode computer, crew quarters (good),

basic medium-range sensors, mk 4 armor, mk 6 defenses;

Expansion Bays Cargo holds (3)

Modifiers +2 Computers; +0 Piloting; , +2 any three checks per round;

Complement 20

CREW

Captain Bluff +21 (8 ranks), Computers +16 (8 ranks), Diplomacy +21 (8 ranks), gunnery +16, Intimidate +16 (8 ranks), Piloting +16 (8 ranks)

Engineers (3) Engineering +16 (8 ranks)

Gunners (6) gunnery +16

Pilot gunnery +16, Piloting +21 (8 ranks)

Science Officers (2) Computers +18 (8 ranks)

Fast Attack - Large Destroyer Computer check DCs

 $\ensuremath{\mathsf{DC}}\xspace\,20$ – Large Destroyer, Speed 10, Average Maneuverability, Crew Twenty.

DC 25 - AC 21, TL 23, 190 Hull Points, 200 Shields, Power Core 300

DC 30 - Forward facing Particle Beam

Forward facing Heavy Torpedo Launcher

Port and Starboard Laser nets

Turreted Light Particle Beam

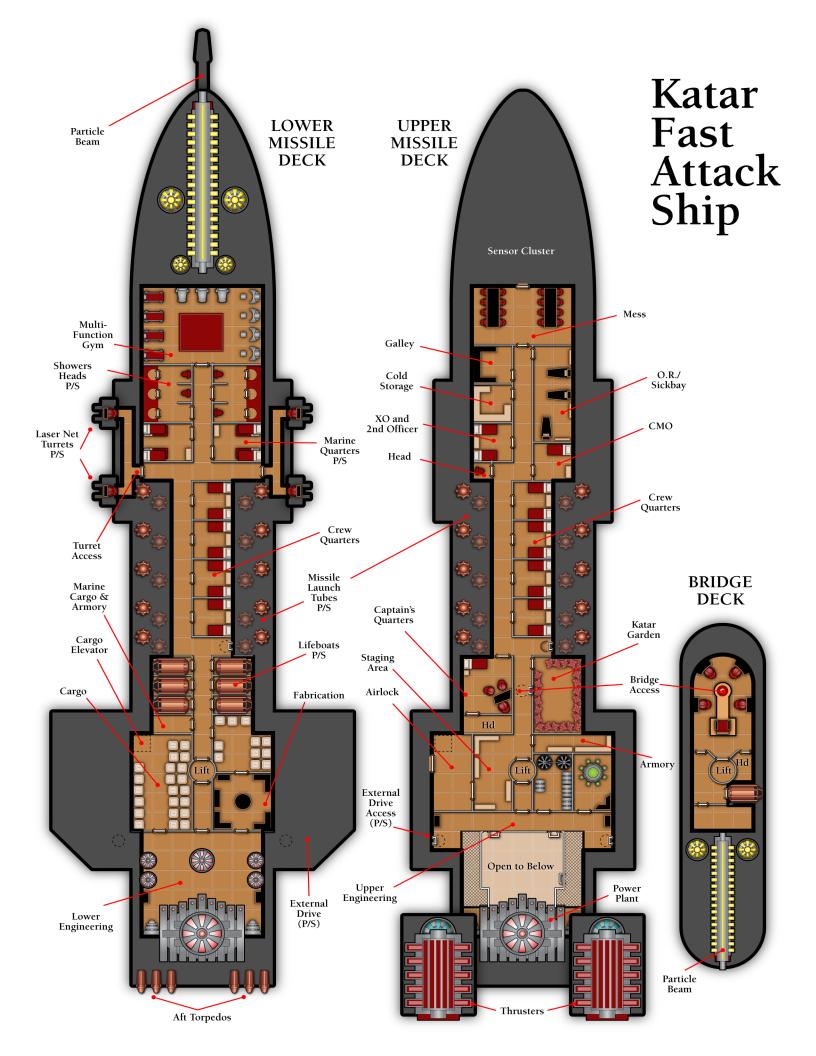
Aft facing Light Torpedo Launcher

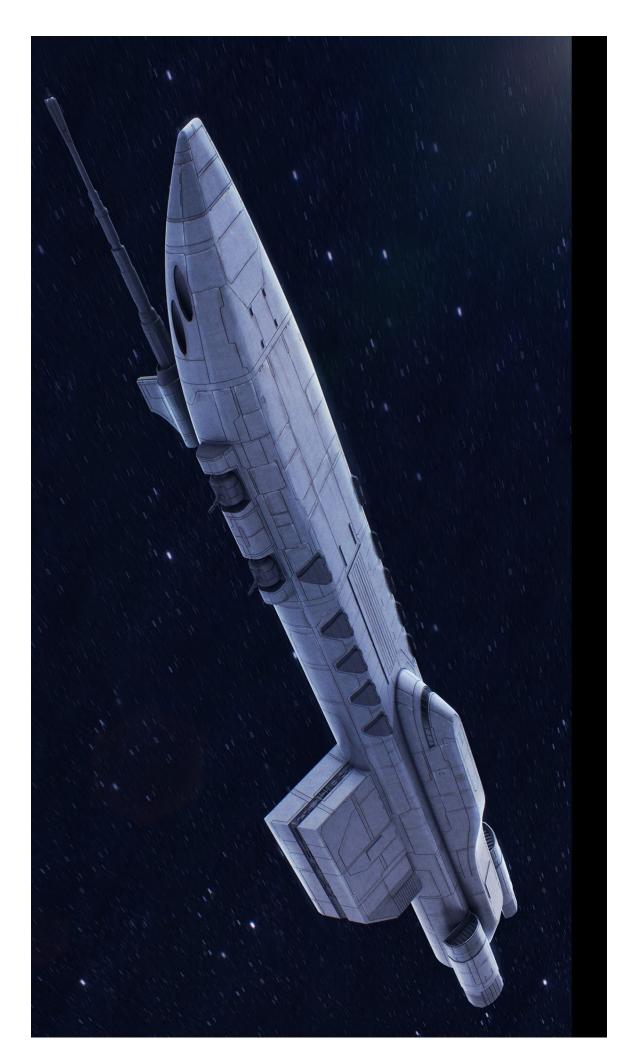
DC 35 - 3 cargo bays.

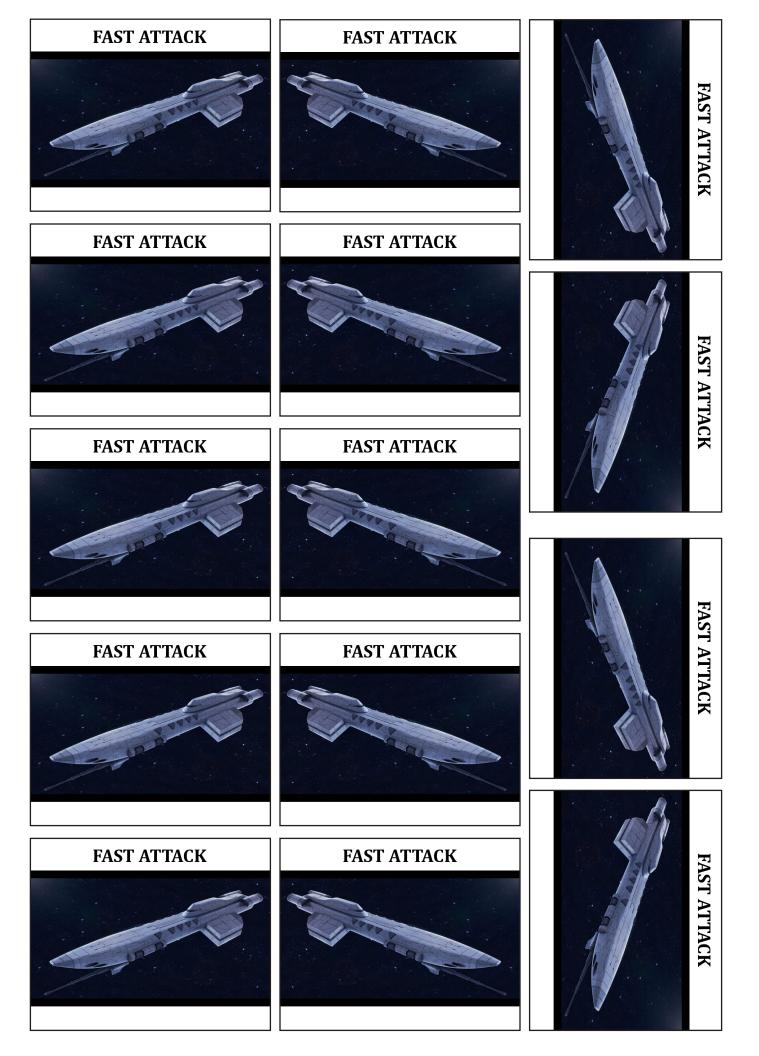
The Katar Fast Attack class vessels are, like the Light Cruisers, most often deployed as part of system defense patrols. Frequently tasked with pursuit duties, they are generally supporting the vanguard of fighters and interceptors, who harry and delay targets while the Fast Attack ship maneuvers into position.

Although outfitted with torpedo launchers, the primary weapons profile of the Fast Attack ship is built around a battery of particle beams and laser cannons, providing consistent beam weapon coverage to all firing arcs. Unsubstantiated rumors persist that there is an all-missile variant of the Fast Attack class – a vessel capable of delivering a deadly barrage of heavy torpedo or missile fire and escaping the zone of destruction before the enemy can mount a counter attack. These rumors, though numerous, are (as previously stated) unsubstantiated, at best.









FAST ATTACK

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