



# Gaim Kestar Heavy Battlecruiser



## SPECS

Class: Capital Ship  
In Service: 2263  
Point Value:  
Ramming Factor:  
Jump Delay: 24 Turns

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 17  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +0

## WEAPON DATA

Battle Laser  
Class: Laser  
Modes: R, P  
Damage: 4d10+12  
Range Penalty: -1 per 4 hexes  
Fire Control: +4/+3/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

Twin Array  
Class: Particle  
Mode: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +4/+5/+6  
Intercept Rating: -2  
Rate of Fire: 2 per turn

Packet Torpedo  
Class: Ballistic  
Mode: Standard  
Damage: 2d10+10  
Range Penalty: -1 per 2 hexes after range 10  
Fire Control: +3/+3/-6  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

**FORWARD HITS**  
1-3: Retro Thrust  
4-7: Twin Array  
8-9: Packet Torpedo  
10: Reactor  
11-18: Forward Struct  
19-20: PRIMARY Hit

**SIDE HITS**  
1-3: Port/Stb Thrust  
4-6: Battle Laser  
7-8: Packet Torpedo  
9-11: Twin Array  
12-18: Port/Stb Struct  
19-20: PRIMARY Hit

**AFT HITS**  
1-7: Main Thrust  
8-12: Jump Drive  
13-18: Aft Struct  
19-20: PRIMARY Hit

**PRIMARY HITS**  
1-10: Primary Struct  
11-13: Sensors  
14-16: Engine  
17-18: Hangar  
19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## SPECIAL NOTES

Restricted Deployment (33%)

## HANGAR

0 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10

## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Twin Array
- Battle Laser
- Bulkhead
- Packet Torpedo

