



Kahdarin Gunship Destroyer												
Specifications:				Maneuvering:					Defense:			
Class:	Capital Ship			Turn Cost:		2/3 Speed			Fwd/Aft Def:		14	
In Service:	2222			Turn Delay:		3/4 Speed			Stb/Prt Def:		16	
Point Value:	...			Accel/Deccel:		3 Thrust			Engine Efficiency:		4/1	
Ramming Factor:	125			Pivot Cost:		2+2 Thrust			Extra Power:		0	
Jump Delay:	n/a			Roll cost:		2+2 Thrust			Initiative:		+6	
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	3	4	5	6	6	7	8	9	9
Turn Delay	1	2	3	4	5	5	6	7	8	9	10	10

Foreward Hits	
1-6	RetroThrusters
7-8	Scatter Pulsars
9-10	Light Laser
11-18	Structure
19-20	Primary
Aft Hits	
1-5	Main Thrusters
6-8	Light Laser
9-11	Scatter Pulsars
12-18	Structure
19-20	Primary
Primary Hits	
1-2	Side Thruster
3-7	Structure
8	Cargo
9	Hanger
10-11	Missile Rack
12-13	Sensor
14-15	Engine
16-19	Reactor
20	C&C

ELECTRONIC WARFARE

DEF. ECM		
TARGET 1		
TARGET 2		
TARGET 3		
TARGET 4		
TARGET 5		
TARGET 6		
CCEW		

SPECIAL NOTES

Atmospheric capable
Antiquated Sensors

Sensor Refit

	2222	2237	2243
Sensor Rating	4	x	x
Power Usage	6	x	x
BPV	325	x	x

Hanger

4 Shuttles

Thrust:2 Defense: 7/9 Armor:0

Light Laser

Mode:	Raking
Damage:	2D10+7
Range:	-1 / Hex
Fire Control:	+2/+1/-2
Intercept:	N/A
Rate of Fire:	1/2

Scatter Pulsar

Mode:	Standard
Damage:	6 d5 Times
Maximum Pulses:	6
Grouping Range:	+1 / 5
Range:	-2 / Hex
Fire Control:	+1/ +2/ +3
Intercept Rating:	-2
Rate of Fire:	1 per Turn

Type O-Missile Rack

Class:	Ballistic
Missiles:	12
Range Penelty:	None
Fire Control:	+2/+2/+2
Intercept:	N/A
Rate of Fire:	1 per 3 turns

Type O-Missile racks

Rack #1

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Rack #2

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