

Kahdarin Battle Cruiser

SPECS				Maneuvering:				DEFENSE				
Class:	Capital Ship			Turn Cost:	3/4	Speed		Fwd/Aft Def:	15			
In Service:	2221			Turn Delay:	5/6	Speed		Stb/Prt Def:	17			
Point Value:	...			Accel/Deccel:	3	Thrust		Engine Efficiency:	3/1			
Ramming Factor:	250			Pivot Cost:	3+2	Thrust		Extra Power:	0			
Jump Delay:	36 Turns			Roll cost:	2+2	Thrust		Initiative:	+0			
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	
1-4	RetroThrusters
5-7	O-Missile Rack
8	Scatter Pulsars
9-10	Light Laser
11-18	Structure
19-20	Primary
Port/Starboard Hits	
1-4	Side Thruster
5	O Missile Rack
6-7	Light Laser
8	Scatter Pulsar
14-15	Structure
16-18	Primary
Aft Hits	
1-6	Main Thrusters
7	Missile Rack
8-9	Scatter Pulsars
10-18	Structure
19-20	Primary
Primary Hits	
1-6	Structure
7-9	Jump Drive
10-11	Hanger
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			
	2221	2237	2243
Sensor Rating	5	x	x
Power Usage	8	x	x
BPV	425	450	480

Hanger	
12 Heavy Fighters	
4 Shuttles	
Thrust:2 DEF: 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	
Rack #2	
Rack #3	
Rack #4	
Rack #5	
Rack #6	

