

Kirishiac Countship

SPECS

Class: Medium Ship
In Service: Ancient
Point Value:
Ramming Factor: 110
Jump Delay: 10 Turns

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2 Thrust
Roll Cost: 3 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 13
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +14

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

Light Orbital Segments

Can be targeted as a fighter with defense 7/7.

FORWARD HITS

1-4: Retro Thrust
5-7: Light Orbital
8-11: Hypergraviton Beam
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-7: Light Orbital
8-12: Jump Engine
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-10: Port/Stb Thrust
11: Self Repair
12-14: Sensors
15-17: Engine
18-19: Reactor
20: C&C

ORBITAL HITS

1-6: Med. Antigrav Beam
7-20: Structure

SPECIAL NOTES

Agile Ship
Gravitic Drive System
Advanced Sensors
Hardened Adv. Armor
Special Jump Drive
Atmospheric Capable

SENSOR DATA

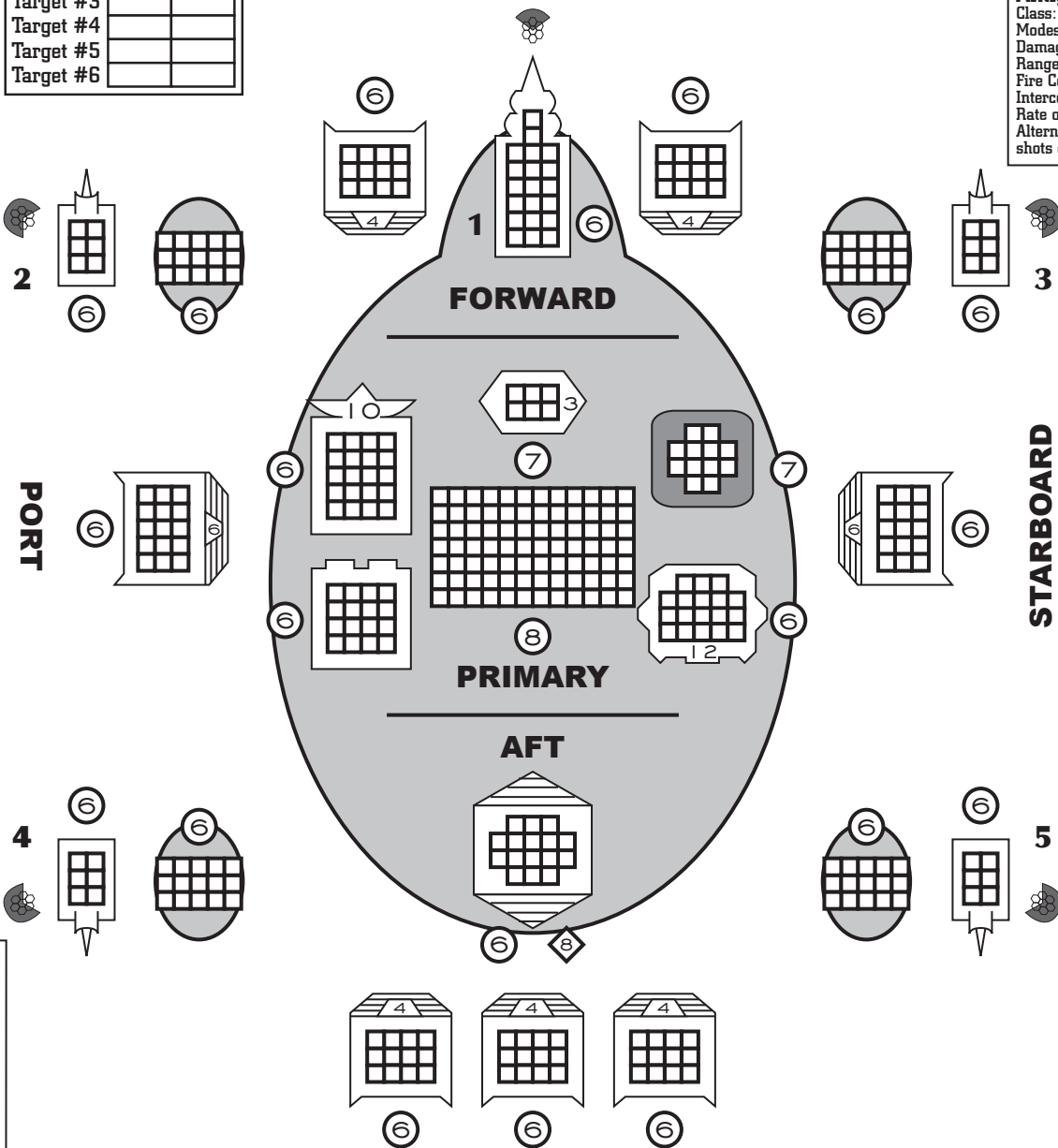
Defensive EW

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

WEAPON DATA

Hypergraviton Beam
Class: Gravitic
Modes: Raking (15)
Damage: 4d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +5/+4/+3
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Each 4 points of thrust applied to the weapon adds +5 to damage.

Medium Antigravity Beam
Class: Gravitic
Modes: Standard
Damage: 2d10+4
Range Penalty: -1 per 2 hexes
Fire Control: +1/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn
Alternate Fire: Can use 2 shots of 1d10+2 damage each



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Self Repair
- Jump Engine
- Hypergraviton Beam
- Medium Antigravity Beam