

# Kirishiac Baronship

## 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

## FORWARD HITS

1-4: Retro Thrust  
5-7: Light Orbital  
8-12: Matter Accelerator  
13-17: 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

Target #2

Target #3

Target #4

Target #5

Target #6

## Light Orbital Segments

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

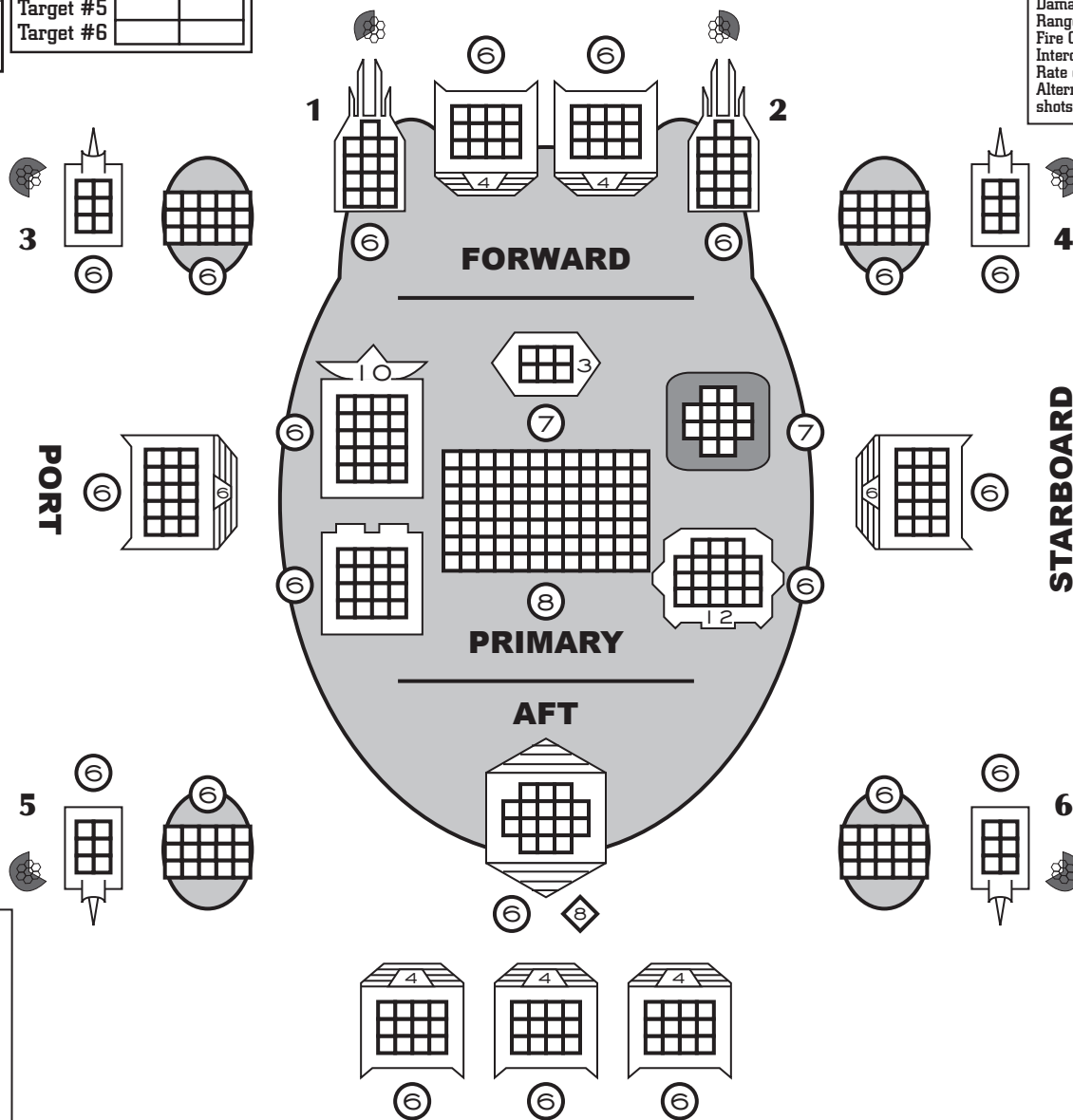
## WEAPON DATA

### Matter Accelerator

Class: Matter  
Modes: Standard  
Damage: 5d10+5  
Range Penalty: -1 per 3 hexes  
Fire Control: +5/+5/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per turn

### 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
- Matter Accelerator
- Medium Antigravity Beam