

Kirishiac Knightship

SPECS

Class: Hvy Combat Vsl
In Service: Ancient
Point Value: 2700
Ramming Factor: 200
Jump Delay: 9 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: 14
Stb/Port Defense: 13
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +8

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

WEAPON DATA

Phased Gravitic Torpedo

Class: Gravitic (launched as Ballistic)
Mode: Standard
Damage: 2d10
Range Penalty: None
Max Range: 50 hexes
Fire Control: +5/+4/+3
Intercept Rating: n/a
Rate of Fire: 1 per turn

Special: -1d10 to shield absorption rating (min 0). Can hold up to nine shots and fire them separately or all at once (+1 per 3). See rules.

Antigravity Beam

Class: Gravitic
Mode: Standard
Damage: 3d10+6
Range Penalty: -1 per 2 hexes
Fire Control: +1/+3/+5
Intercept Rating: -3
Rate of Fire: 1 per turn
Alternate Fire: Can use 3 shots of 1d10+2 damage each

FORWARD HITS

- 1-4: Retro Thrust
- 5-7: Orbital Segment
- 8-12: Heavy Weapon Orbital
- 13-18: Forward Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-4: Main Thrust
- 5-7: Orbital Segment
- 8-12: Heavy Weapon Orbital
- 13-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-9: Primary Structure
- 10-11: Port/Stb Thrust
- 12: Self-Repair
- 13-14: Sensors
- 15-16: Engine
- 17: Jump Drive
- 18-19: Reactor
- 20: C & C

ORBITAL HITS

- 1-6: Antigravity Beam
- 7-20: Structure

H. W. ORBITAL HITS

- 1-6: Phased Gravitic Torpedo
- 7-8: Self-Repair
- 9-20: Structure

SPECIAL NOTES

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

SENSOR DATA

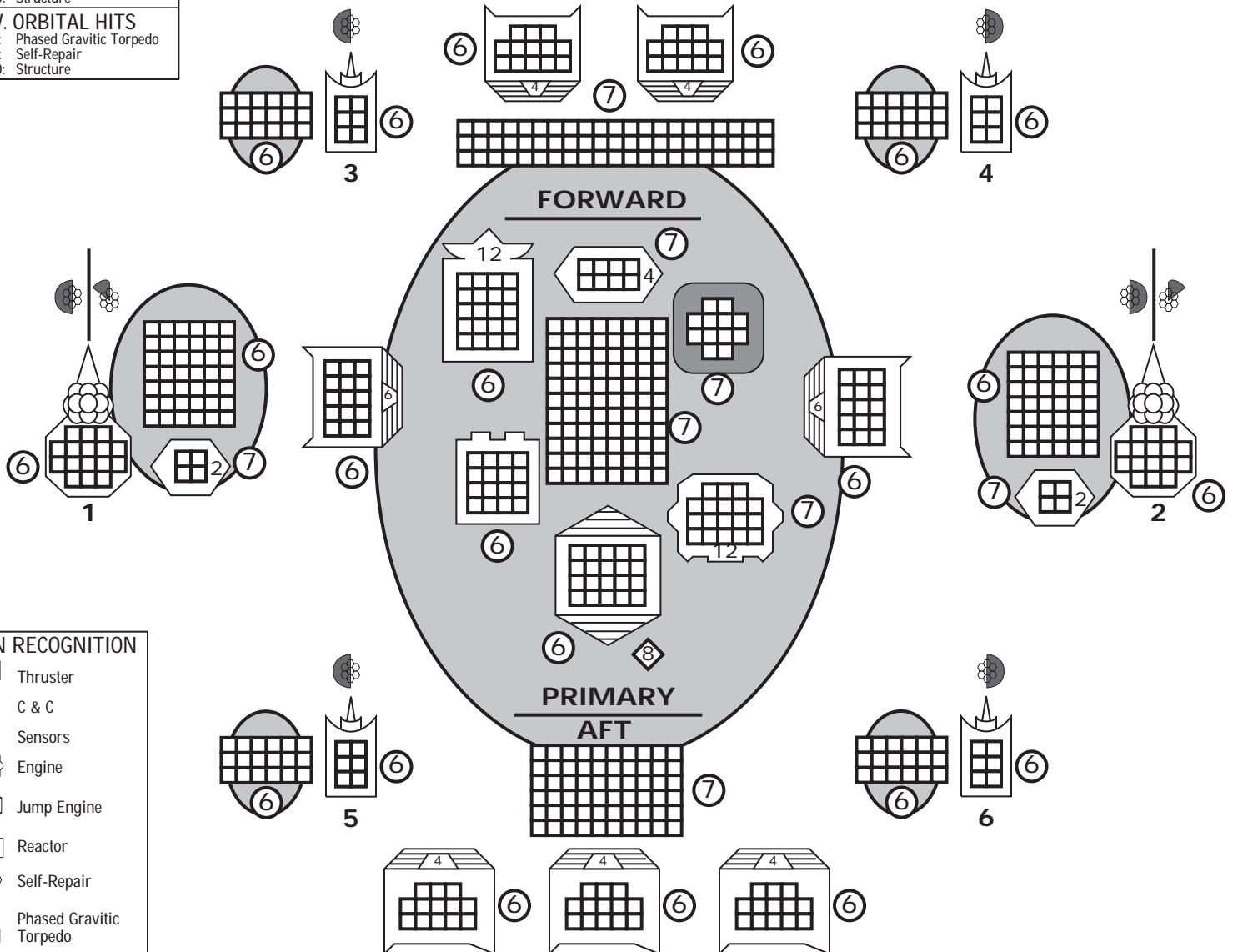
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

ORBITAL SEGMENTS

Can be targeted as a fighter with defense 8/8.

HEAVY WEAPON ORBITAL SEGMENTS

Can be targeted as a Medium Ship with defense 10/10.



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Self-Repair
- Phased Gravitic Torpedo
- Antigravity Beam