



Version 3: 2E/S3

Name: _____

Counter: _____



Kirishiac Lordship

SPECS

Class: Capital Ship
In Service: Ancient
Point Value: 3400
Ramming Factor: 400
Jump Delay: 8 Turns

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 15
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +2

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

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

WEAPON DATA

Hypergraviton Blaster
Class: Gravitic
Mode: Raking (20)
Damage: 5d10+40

2 turns arming: 10d10+80
Range Penalty: -1 per 4 hexes
Fire Control: +6/+6/+6
Intercept Rating: n/a
Rate of Fire: 1 per turn
Alternate Fire: Can transfer damage (see rules).
Special: Each 6 points of thrust applied to the weapon add +10 to damage.

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
5-8: Hypergraviton Beam
9-10: Orbital
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
7-8: Port/Stb Orbital
9-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-10: Orbital
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Struct
11-12: 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

SPECIAL NOTES

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

SENSOR DATA

Defensive EW

Target #1

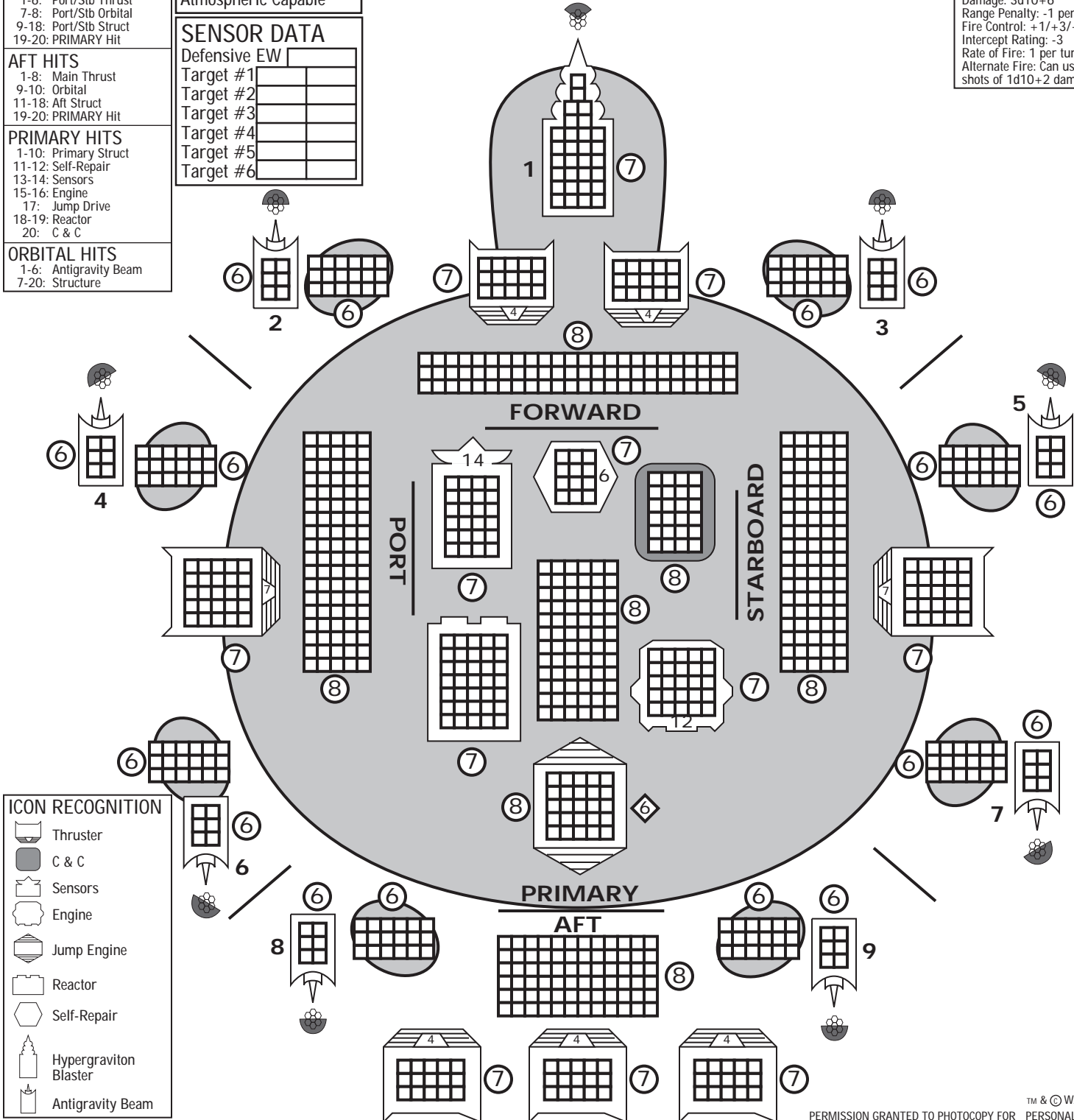
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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