



# Morthren Kha'lik'na Cruiser

## SPECS

Class: Hvy Combat Vsl  
In Service: ????

Point Value:

Ramming Factor: 150

Jump Delay: 28 Turns

## MANEUVERING

Turn Cost: 1/2 Speed

Turn Delay: 1/2 Speed

Accel/Decel Cost: 2 Thrust

Pivot Cost: 2+2 Thrust

Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14

Stb/Port Defense: 15

Engine Efficiency: 2/1

Extra Power: 0

Initiative Bonus: +6

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

Turn Cost 1 1 2 2 3 3 3 4 4 5 5 6 6

Turn Delay 1 1 2 2 3 3 4 4 5 5 6 6

## WEAPON DATA

Heavy Plasma Ray

Class: Plasma

Modes: Raking (8)

Dmg: 4d10+10 (-1 per 3 hexes)

Range Penalty: -1 per 2 hexes

Fire Control: +5/+3/--

Intercept Rating: n/a

Rate of Fire: 1 per 4 turns

Plasma Ray

Class: Plasma

Modes: Raking (8)

Dmg: 3d10+8 (-1 per 3 hexes)

Range Penalty: -1 per 2 hexes

Fire Control: +4/+2/--

Intercept Rating: n/a

Rate of Fire: 1 per 3 turns

Atomic Agitator

Class: Molecular

Modes: Standard

Damage: 1d6+12

Range Penalty: -1 per hex

Fire Control: +2/+3/+4

Intercept Rating: -1

Rate of Fire: 1 per turn

Special: Destroys all armor of system hit.

Atomic Agitator Turret

Class: Molecular

Modes: Standard

Damage: 1d6+12

Range Penalty: -1 per hex

Fire Control: +2/+3/+4

Intercept Rating: -1

Rate of Fire: 2 per turn

Special: Destroys all armor of system hit.

## FORWARD HITS

- 1-2: Thruster
- 3-4: Deflector Shield
- 5-6: Heavy Plasma Ray
- 7-10: Atomic Agitator
- 11-18: Forward Structure
- 19-20: PRIMARY Hit

## AFT HITS

- 1-4: Thruster
- 5-6: Deflector Shield
- 7-8: Plasma Ray
- 9-10: Atomic Agitator
- 11-18: Aft Structure
- 19-20: PRIMARY Hit

## PRIMARY HITS

- 1-5: Primary Structure
- 6-7: Port/Stb Thrus
- 8: Atomic Agitator Turret
- 9-10: Jump Engine
- 11-12: Shield Generator
- 13-14: Sensors
- 15: Hangar
- 16-17: Engine
- 18-19: Reactor
- 20: C&C

## SPECIAL NOTES

Gravitic Drive System  
Atmospheric Capable

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## HANGAR

6 Fighters

0 Shuttles

