

Vernakki Ki'vassk Assault Cruiser

SPECS

Class: Capital Ship
 In Service: 729 AR
 Point Value: 480
 Ramming Factor: 180
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
 Stb/Port Defense: 16
 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	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Hhashk Gun

Class: Plasma
 Modes: Flash
 Damage: 2d10+8 (-1 per hex)
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+1
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Rail-ivz Launcher

Class: Ballistic
 Modes: Standard
 Damage: 3d10
 Range Penalty: None
 Max Range: 15 hexes
 Fire Control: +4/+4/+1
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns
 Ammunition: 30

Antimatter Torch

Class: Antimatter
 Modes: Standard
 Damage: 3X
 Max X: 12
 Range Penalty: -2 per hex
 Fire Control: +3/+2/--
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Screamer

Class: Plasma
 Modes: Flash
 Damage: 1d10+6 (-1 per hex)
 Range Penalty: -2 per hex
 Fire Control: --/--/+4
 Intercept Rating: -2
 Rate of Fire: 1 per turn

FORWARD HITS

1-3: Retro Thrust
 4-5: Hhashk Gun
 6-7: Rail-ivz Launcher
 8: Screamer
 9-10: Forward Sensors
 11-12: Forward Hangar
 13-18: Forward Structure
 19-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
 5-6: Antimatter Torch
 7-8: Screamer
 9-10: Aft Hangar
 11-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

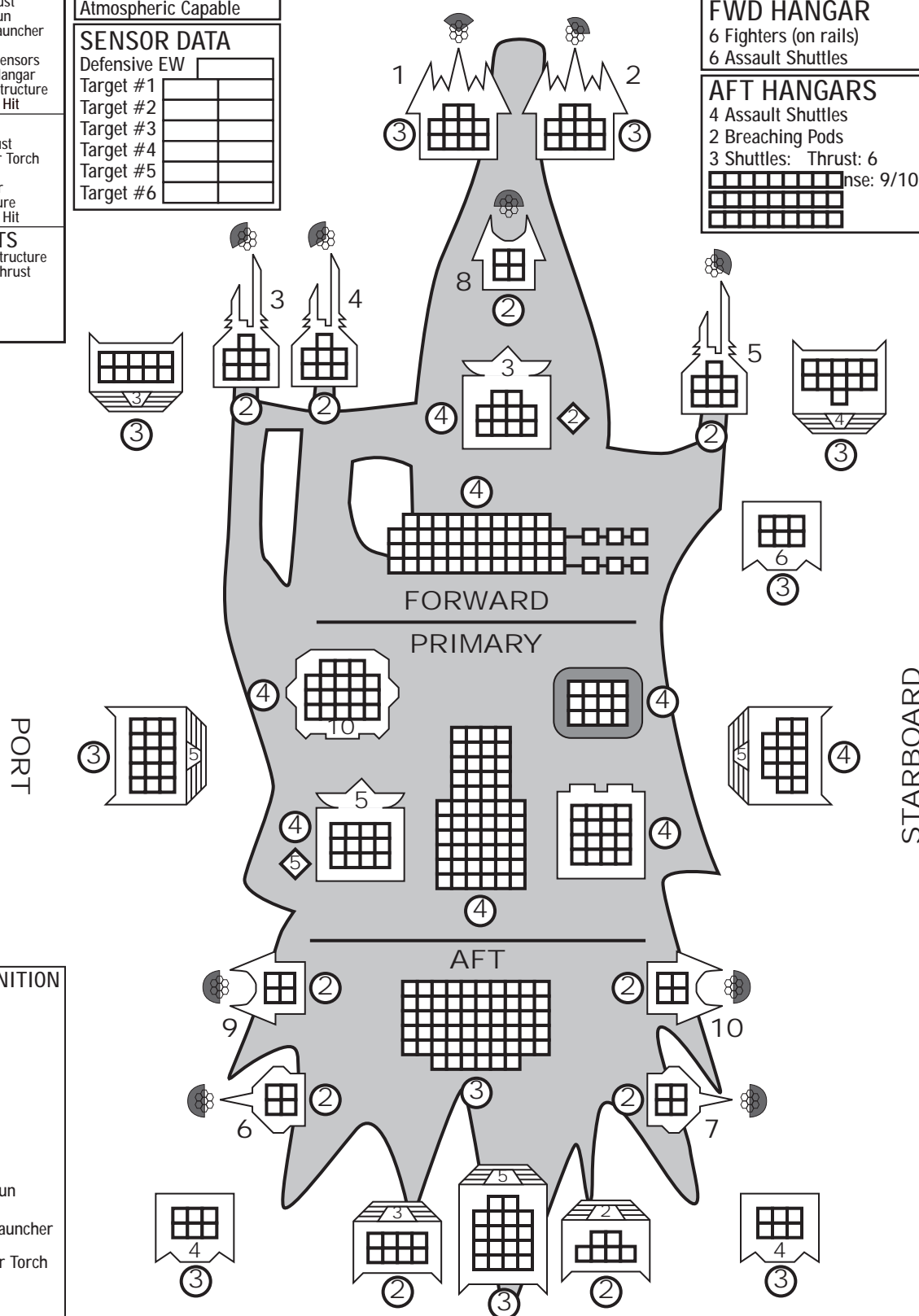
Target #6

FWD HANGAR

6 Fighters (on rails)
 6 Assault Shuttles

AFT HANGARS

4 Assault Shuttles
 2 Breaching Pods
 3 Shuttles: Thrust: 6
 Inse: 9/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hhashk Gun
- Rail-ivz Launcher
- Antimatter Torch
- Screamer
- Ext. Fighter Rail