



Kiltrathi Fralthi II Cruiser



2ND EDITION

SPECS

Class: Capital Ship
In Service: 2669
Point Value: 1000
Ramming Factor: 275
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 18
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

WEAPON DATA

Anti-Matter Turret
Class: Anti-Matter
Modes: Standard
Damage: 2d10+14
Range Penalty: -1 per hex
Fire Control: +3/+3/+1
Intercept Rating: n/a
Rate of Fire: 1 per turn

Laser Turret
Class: Laser
Modes: Standard
Damage: 1d10+5
Fire Control: +4/+4/+2
Range Penalty: -1/hex
Intercept Rating: -1
Rate of Fire: 1 per turn

FORWARD HITS

1-5: Retro Thrust
6-10: Laser Turret
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Anti-Matter Turret
9-10: Laser Turret
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: Anti-Matter Turret
11-12: Laser Turret
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-10: Shield Generator
11: Jump Drive
12-13: Sensors
14-15: Hanger
16-17: Engine
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

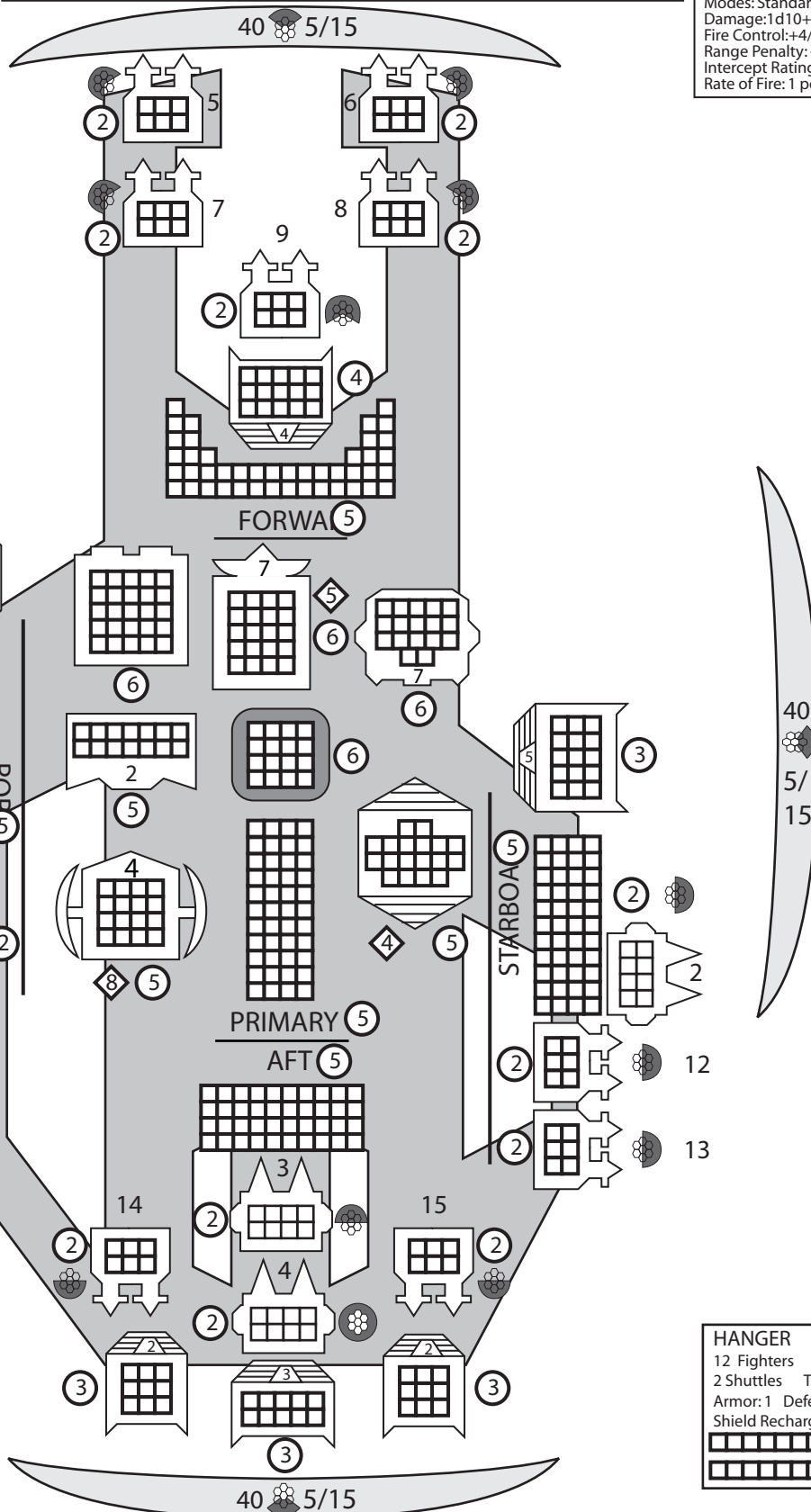
SPECIAL NOTES

Jump Point Drive

Phase Shields

ICON RECOGNITION

- Thrustur
- C & C
- Sensors
- Engine
- Jump Drive
- Reactor
- Hanger
- Laser Turret
- Anti-Matter Turret
- Strike Laser
- Shield Generator
- Shield



HANGER

12 Fighters
2 Shuttles Thrust: 5
Armor: 1 Defense: 8/10
Shield Recharge: 1/Turn