



Kilrathi Fraqirqq Light Destroyer



SPECS

Class: Heavy Combat Vsl
In Service: 2660s?
Point Value: 650
Ramming Factor: 190
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +6

WEAPON DATA

Tachyon Turret
Class: Particle
Modes: Standard
Damage: 1d10+9
Fire Control: +3/+3/+3
Range Penalty: -2 per hex
Intercept Rating: -2
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

AFT HITS

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

PRIMARY HITS

1-6: Primary Struct
7-8: Tachyon Turret
9-10: Port/Stb Thrust
11: Shield Generator
12-13: Hanger
14: Jump Drive
15: Sensors
16-17: Engine
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

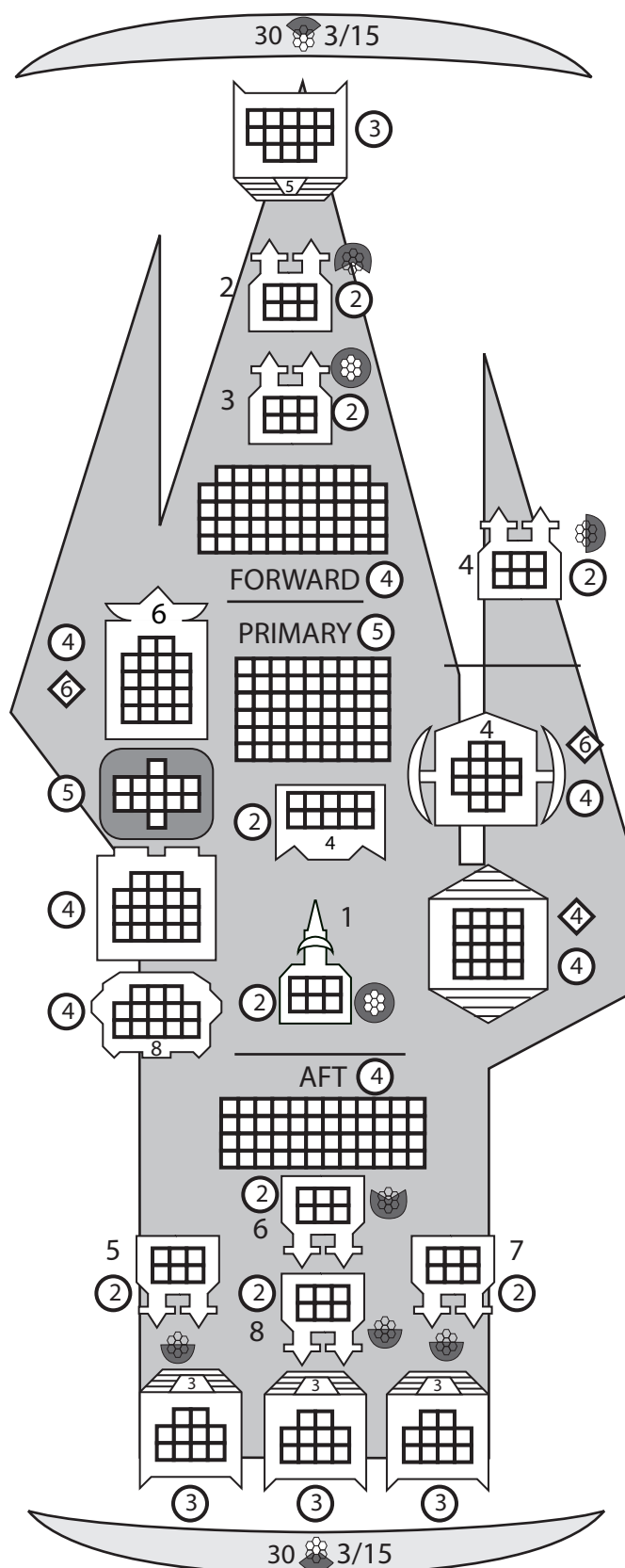
Target #5

Target #6

SPECIAL NOTES

Jump Point Drive

Phase Shields



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Drive
- Reactor
- Hanger
- Laser Turret
- Tachyon Turret
- Shield Generator
- Shield

HANGER

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