



Kiltrathi Kamekh Destroyer



SPECS

Clas: Medium Ship
In Service: 2667
Point Value: 605
Ramming Factor: 70
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 x Speed
Turn Delay: 1/2 x 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: 14
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +9

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

WEAPON DATA

Ionic Pulse Cannon
Class: Ion
Modes: Standard
Damage: 10d4 times(max 4)
Grouping Bonus: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -1
Rate of Fire: 1 per turn

Tachyon Cannon
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

Plasma Turret
Class: Plasma
Modes: Standard
Damage: 1d10+12
Range Penalty: -2 per hex
Intercept Rating: -1
Rate of Fire: 1 per turn

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

FORWARD HITS

1-4: Retro Thrust
5-6: Ionic Pulse Cannon
7-8: Class W Rack
9-10: Tachyon Cannon
11-18: Structure
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-10: Plasma Turret
11-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-5: Port/Stb Thrust
6-7: Laser Turret
8-9: Shield Generator
10-11: Jump Drive
12-13: Sensors
14-15: Engine
16-17: Hanger
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

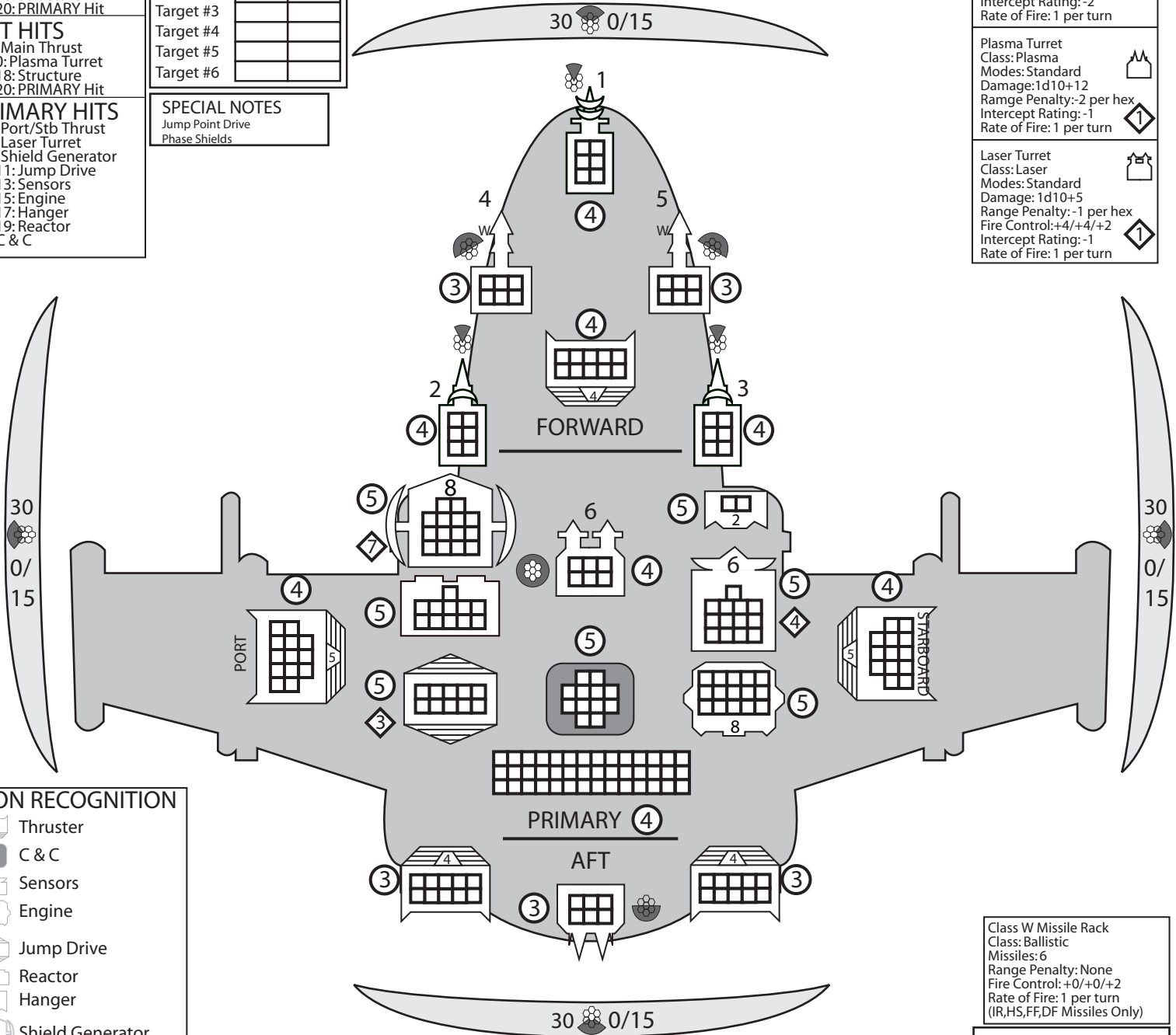
Target #4

Target #5

Target #6

SPECIAL NOTES

Jump Point Drive
Phase Shields



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Drive
- Reactor
- Hanger
- Shield Generator
- Ionic Pulse
- Tachyon Cannon
- Class W-Rack
- Laser Turret
- Plasma Turret

Class W Missile Rack
Class: Ballistic
Missiles: 6
Range Penalty: None
Fire Control: +0/+0/+2
Rate of Fire: 1 per turn
(IR, HS, FF, DF Missiles Only)

Magazine Status

#1 ☐ ☐ ☐ ☐ ☐ ☐

#2 ☐ ☐ ☐ ☐ ☐ ☐

HANGER

2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

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