



Kiltrathi Ralatha Destroyer



SPECS

Clas: Heavy Combat Vsl
In Service: 2660s?
Point Value: 625
Ramming Factor: 150
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: 14
Stb/Port Defense: 15
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +6

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

WEAPON DATA

Anti-Matter Gun
Class: Anti-Matter
Modes: Standard
Damage: 1d10+21
Range Penalty: -1 per 2
Fire Control: +4/+2/-1
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Flak Cannon
This weapon may fire in either point defense or burst mode, chosen at the time of firing.

Burst Mode
Class: Particle
Modes: Flash(Special)
Damage: 1d6
Fire Control: -/+2
Range Penalty: -1 per hex
Intercept Rating: -1
Rate of Fire: 2 per turn

Point Defense Mode
Class: Particle
Modes: Standard
Damage: 1d10+4
Fire Control: +0/+1/+6
Range Penalty: -2 per hex
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS

1-5: Retro Thrust
6-8: Anti-Matter Gun
9-10: Flak Cannon
11-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-10: Flak Cannon
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

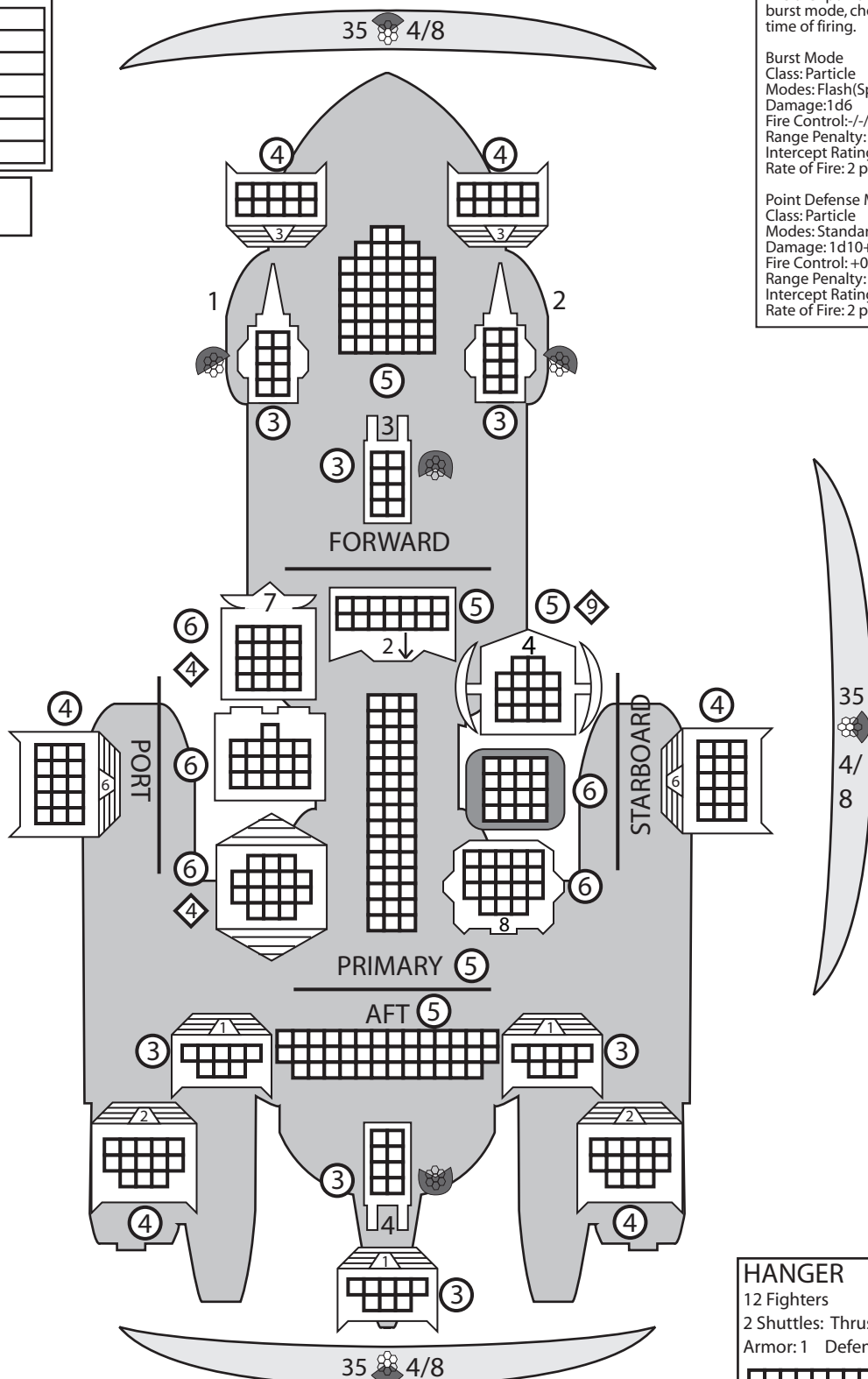
Target #4

Target #5

Target #6

SPECIAL NOTES

Jump Point Drive
Phase Shields



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Drive
- Reactor
- Hanger
- Shield Generator
- Anti-Matter Gun
- Flak Cannon

HANGER

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

10	10
10	10