



# Kilrathi Fralithi Cruiser

WEAPON DATA

Neutron Bolter  
Class: Molecular  
Modes: Standard  
Damage:18  
Fire Control:+3/+2/+0  
Range Penalty:-1/2 hexes  
Intercept Rating:N/A  
Rate of Fire: 1 per 2 turns

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

SPECS		MANEUVERING		COMBAT STATS	
Class:Capital Ship		Turn Cost: 3/4 x Speed		Fwd/Aft Defense: 16	
In Service: 2640s?		Turn Delay: 3/4 x Speed		Stb/Port Defense: 17	
Point Value: 800		Accel/Decel Cost: 4 Thrust		Engine Efficiency: 4/1	
Ramming Factor: 220		Pivot Cost: 3+3 Thrust		Extra Power: +0	
Jump Delay: N/A		Roll Cost: 3+3 Thrust		Initiative Bonus: +1	
Speed		1 2 3 4 5 6 7 8 9 10 11 12			
Turn Cost		1 2 3 3 4 4 5 5 6 6 7 8 8 9			
Turn Delay		1 2 3 3 4 4 5 5 6 6 7 8 8 9			

FORWARD HITS

1-4: Retro Thrust  
5-10: Neutron Bolter  
11-12: Laser Turret  
13-18: Forward Struct  
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust  
5-9: Laser Turret  
10-18: Forward Struct  
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-9: Primary Struct  
10-11: Shield Generator  
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

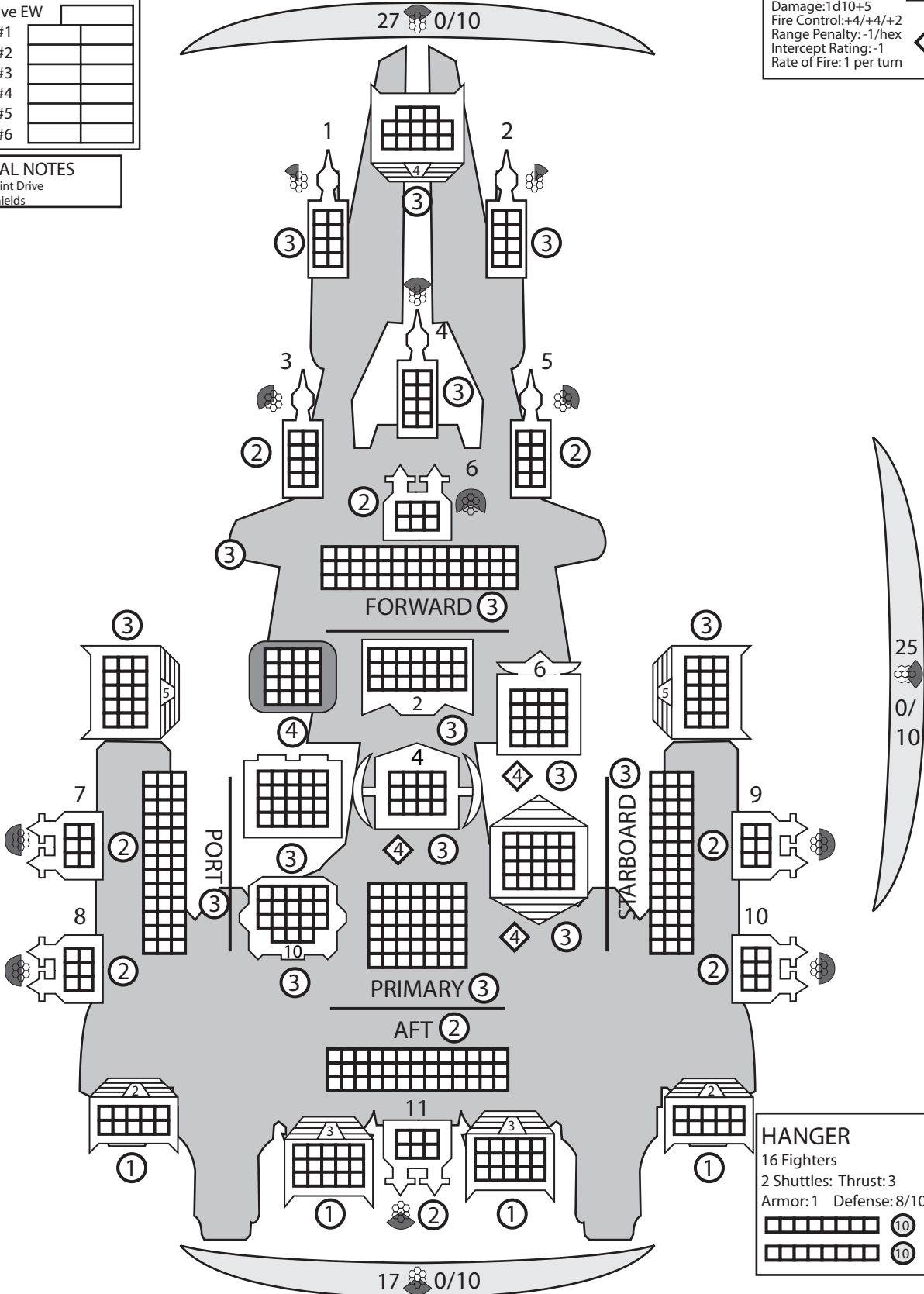
Target #5

Target #6

SPECIAL NOTES

Jump Point Drive

Phase Shields



ICON RECOGNITION

Thruster

C & C

Sensors

Engine

Jump Drive

Reactor

Hanger

Neutron Bolter

Laser Turret

Shield Generator

Shield

HANGER

16 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10

10

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