









# Kiltrathi Kamekh Strike Corvette



| SPECS              | MANEUVERING                | COMBAT STATS           |
|--------------------|----------------------------|------------------------|
| Clas: Medium Ship  | Turn Cost: 1/2 x Speed     | Fwd/Aft Defense: 14    |
| In Service: 2660s? | Turn Delay: 1/2 x Speed    | Stb/Port Defense: 14   |
| Point Value: 475   | Accel/Decel Cost: 2 Thrust | Engine Efficiency: 4/1 |
| Ramming Factor: 70 | Pivot Cost: 2+2 Thrust     | Extra Power: +0        |
| Jump Delay: N/A    | Roll Cost: 2+2 Thrust      | 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  |  |
|--|--|
| Torpedo Tube<br>Class: Ballistic<br>Modes: Standard<br>Damage: 70<br>Range: 10 hexes<br>Fire Control: Special<br>Intercept Rating: n/a<br>Rate of Fire: 1 per 3 turns  | <br> |
| Flak Cannon<br>This weapon may fire in either point defense or burst mode, chosen at the time of firing.<br><br>Burst Mode<br>Class: Particle<br>Modes: Flash(Special)<br>Damage: 1d6<br>Fire Control: -/+2<br>Range Penalty: -1 per hex<br>Intercept Rating: -1<br>Rate of Fire: 2 per turn | <br> |
| Point Defense Mode<br>Class: Particle<br>Modes: Standard<br>Damage: 1d10+4<br>Fire Control: +0/+1/+6<br>Range Penalty: -2 per hex<br>Intercept Rating: -2<br>Rate of Fire: 2 per turn  |  |
| Class W Missile Rack<br>Class: Ballistic<br>Missiles: 6<br>Range Penalty: None<br>Fire Control: +0/+0/+2<br>Rate of Fire: 1 per turn<br>(IR,H5,FF,DF Missiles Only)  | <br> |

**FORWARD HITS**  
1-4: Retro Thrust  
5: Torpedo Tube  
6-7: W-Rack  
8-10: Flak Cannon  
11-18: Structure  
19-20: PRIMARY Hit

**AFT HITS**  
1-8: Main Thrust  
9-10: Flak Cannon  
11-18: Structure  
19-20: PRIMARY Hit

**PRIMARY HITS**  
1-7: Port/Stb Thrust  
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

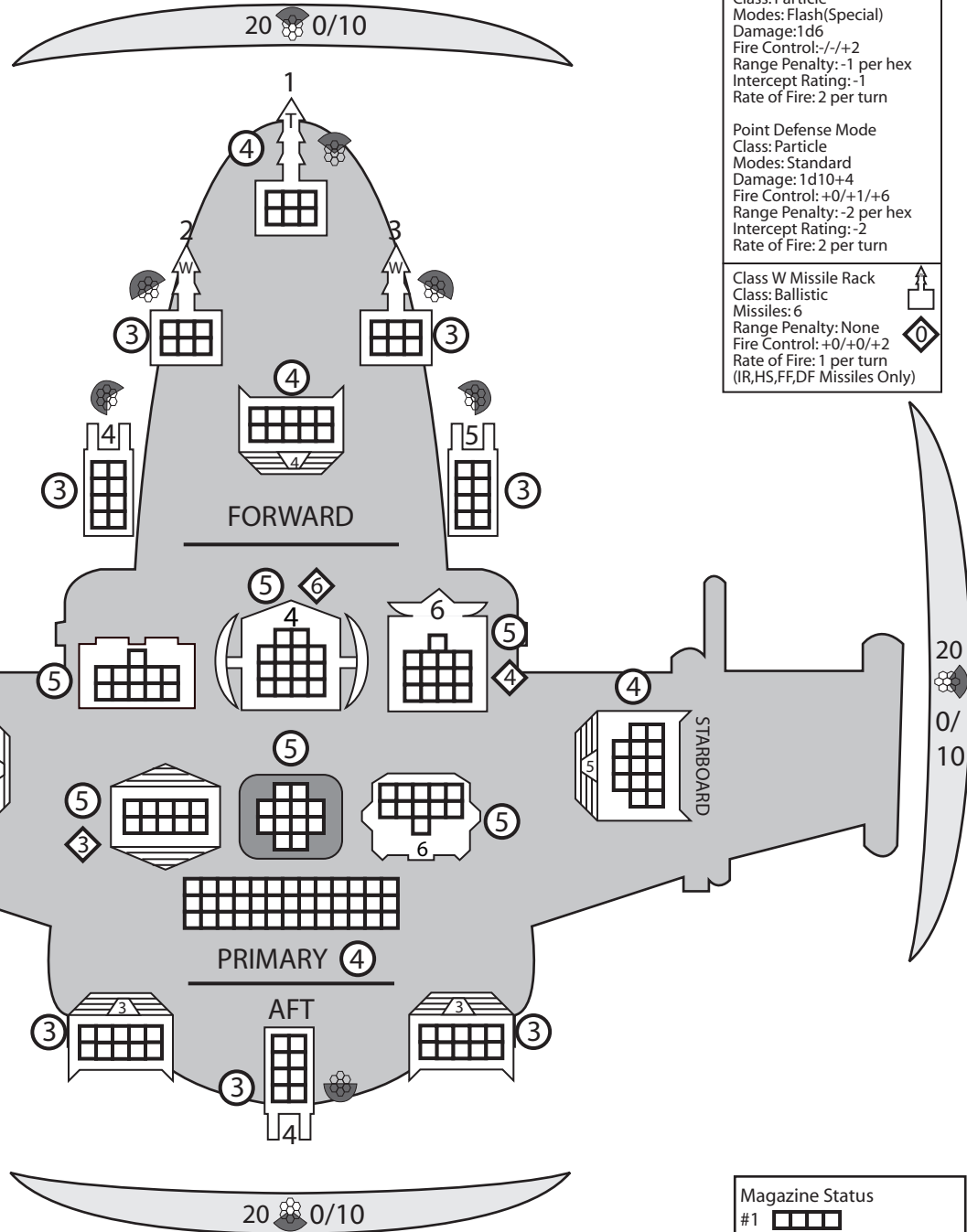
Target #5

Target #6

## SPECIAL NOTES

Jump Point Drive

Phase Shields



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Drive
- Reactor
- Hanger
- Shield Generator
- Torpedo Tube
- Flak Cannon
- Class W-Rack

## Magazine Status

#1

#2

#3

## HANGER

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

10

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