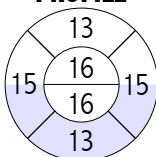
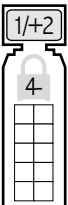
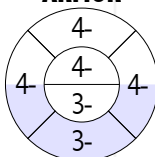
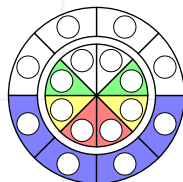


INTENT**Kikoku**
Kumka Burrough**Kotaku Class Battlecruiser****Ship of the Line**
EC:

1-4: Thruster
5-10: Particle Beam Cannon
11-12: Scatter Blaster
13-16: Structure
17-18: Armor
19: Fire
20: Critical Hit

FORWARD**PROFILE****ARMOR****SENSORS:** 3**INITIATIVE:**

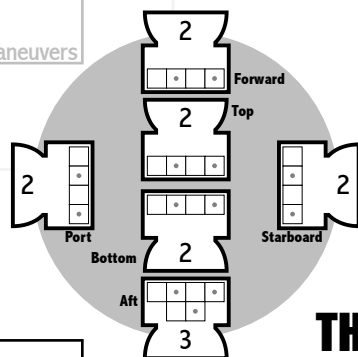
1-4: Thruster
5-8: Particle Beam Cannon
9-10: Scatter Blaster
11-16: Structure
17-18: Armor
19: Fire
20: Critical Hit

PORT / STARBOARD**LOS Locator**

Use small dots for pitch adjustments

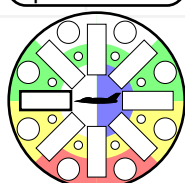
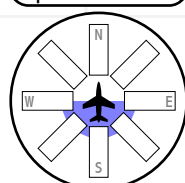
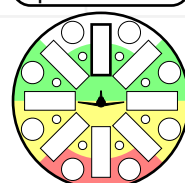
Use small dots for roll adjustments & do not shift outer ring

1-5: Thruster
6-9: Particle Beam Cannon
10-11: Scatter Blaster
12-16: Structure
17-18: Armor
19: Fire
20: Critical Hit

AFT**Evasive Maneuvers****THRUST**

2 Thrust per inch of speed

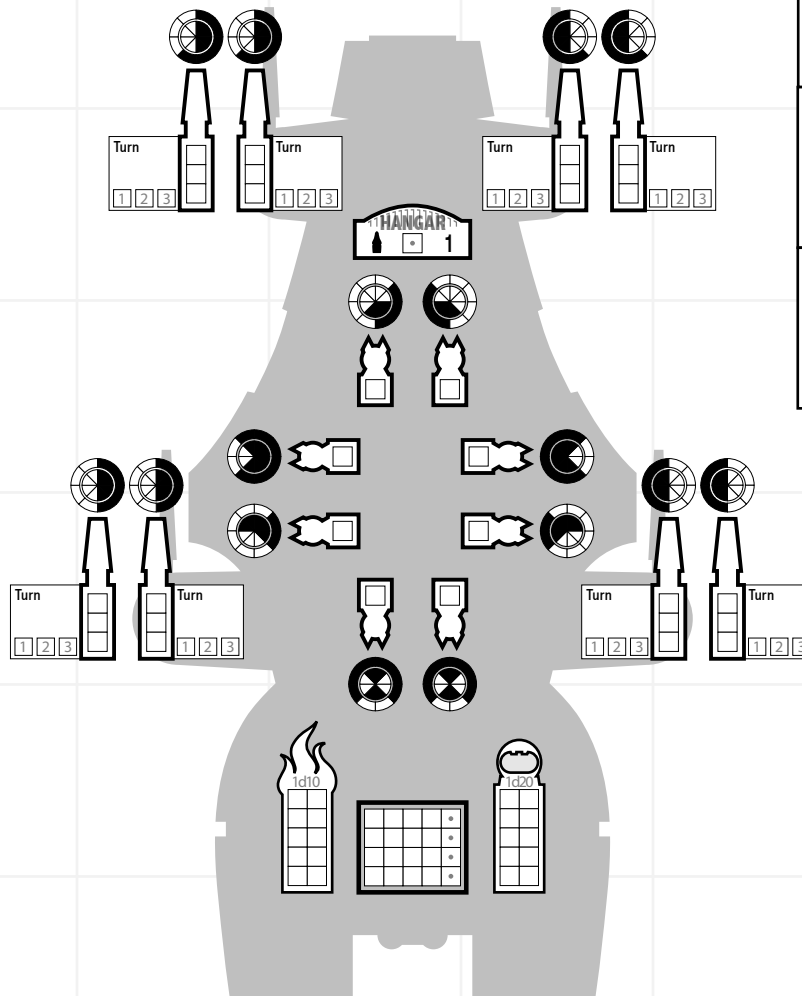
1-4: Thruster
5-10: Particle Beam Cannon
11-12: Scatter Blaster
13: Structure/Hangar
14-16: Structure
17-18: Armor
19: Fire
20: Critical Hit

TOP / BOTTOM**Altitude****Up / Down****North / South****East / West****Pitch Speed:****Yaw Speed:****Roll Speed:****PITCH****YAW****ROLL**

1-6: Fire
7-8: Sensors
9-10: FTL System
11-12: Engine
13: Fuel
14-15: Reactor
16: Cargo
17-18: Crew
19-20: Command

CRITICAL HIT

Turn 1 2 3 Turn 2 3 4 Turn 3 4 5 Turn 4 5 6 Turn 5 6 7 Turn 6 7 8 Turn 7 8 9 Turn 8 9 10

**SHIP DATA**

Ram: 4d6
Command Points: 6
Command Cost: 4
Hangar Capacity: 0 (+2 Shuttles)
Max Pivot Rate: 1
Structure Stress Save: 4-

Particle Beam Cannon

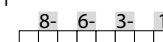
Armor Save: -1
Damage: 1d6+1
Range: 7 / 14 / 21 / 28 / 35
Cycle Rate: 4
Raking, Non-Interceptable

Scatter Blaster

Armor Save: 0
Damage: 1d3
Range: 4 / 8 / 12 / 16 / 20
Cycle Rate: 1
Scatter, Anti-Fighter, Interceptor

FTL Hyperfield Drive

Cycle Rate: 6
Method: Field
Thrust Multiplier: x10

**FTL Hypergate Torpedo**

Cycle Rate: 12
Method: Portal, Instant
Move: 2/4
Ballistic, Restricted

Torpedo Rack