

Zathkir Dominator Battle Ship

SPECS

Class: Capital Ship
In Service: 2221
Point Value: 1200
Ramming Factor: 400
Jump Delay: 28

Maneuvering:

Turn Cost: x4 Speed
Turn Delay: x3 Speed
Accel/Deccel: 8 Thrust
Pivot Cost: 6+6 Thrust
Roll cost: 4+4 Thrust

DEFENSE

Fwd/Aft Def: 17
Stb/Prt Def: 19
Engine Efficiency: 12/1
Extra Power: 0
Initiative: -4

FORWARD HITS

1-3 Retro Thrusters
5-6 Heavy Railgun
7-8 Light Railgun
9 Gatling Railgun
10 Hydro Impeder
11-18 Structure
19-20 Primary

PORT/STARBOARD HITS

1-3 Thrusters
4-5 Heavy Railgun
6-7 Light Railgun
8-9 Gatling Railgun
10 Hydro Impeder
11-18 Structure
19-20 Primary

AFT HITS

1-4 Main Thrusters
5 Heavy Railgun
6-8 Light Railgun
9 Gatling Railgun
10 Hydro Impeder
11-18 Structure
19-20 Primary

PRIMARY

1-7 Structure
8-9 Hanger
10-11 Sensor
12-13 Jump Drive
14-16 Engine
17-19 Reactor
20 C&C

ELECTRONIC WARFARE

DEF. ECM		
TARGET 1		
TARGET 2		
TARGET 3		
TARGET 4		
TARGET 5		
TARGET 6		
CCEW		

SPECIAL NOTES

Hardened Armor
Vulnerable to Critical Hits
Damage Boost from Matter

Main Hanger

24 Light Fighters
4 Shuttles Thrust:3
DEF: 8/10 Armor:2

Heavy Railgun

Class: Matter
Mode: Standard
Damage: 5D10+7
Range Penalty: -1/3 HEXES
Fire Control: +2/+2/-3
Intercept Rating: N/A
Rate of Fire: 1 per 4 Turns

Light Railgun

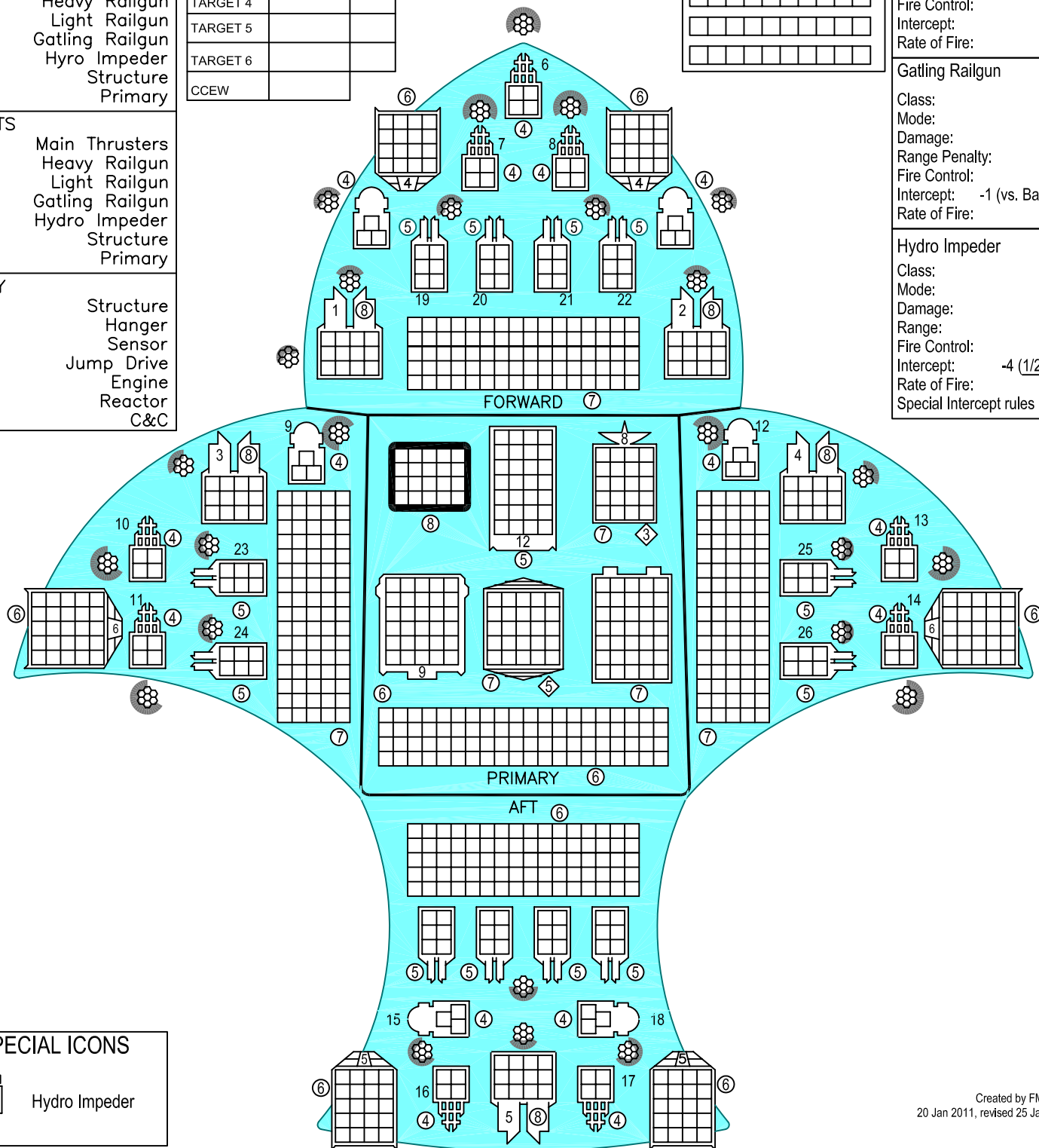
Class: Matter
Mode: Standard
Damage: 1D10+5
Range Penalty: -1 / Hex
Fire Control: +0/+2/+3
Intercept: N/A
Rate of Fire: 1 / 2 Turns

Gatling Railgun

Class: Matter
Mode: Standard
Damage: 2D6
Range Penalty: -2 / Hex
Fire Control: +0/+2/+4
Intercept: -1 (vs. Ballistics only)
Rate of Fire: 1 / Turn

Hydro Impeder

Class: Particle
Mode: Flash
Damage: 1D10+3
Range: -2/HEX
Fire Control: +0/+2/+4
Intercept: -4 (1/2 vs. Laser)
Rate of Fire: 1 per Turn
Special Intercept rules



SPECIAL ICONS



Hydro Impeder