

Zathkir Dominator Battle Ship

SPECS		Maneuvering:		DEFENSE	
Class:	Capital Ship	Turn Cost:	x4 Speed	Fwd/Aft Def:	17
In Service:	2221	Turn Delay:	x3 Speed	Stb/Prt Def:	19
Point Value:	1200	Accel/Deccel:	8 Thrust	Engine Efficiency:	12/1
Ramming Factor:	400	Pivot Cost:	6+6 Thrust	Extra Power:	0
Jump Delay:	28	Roll cost:	4+4 Thrust	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 

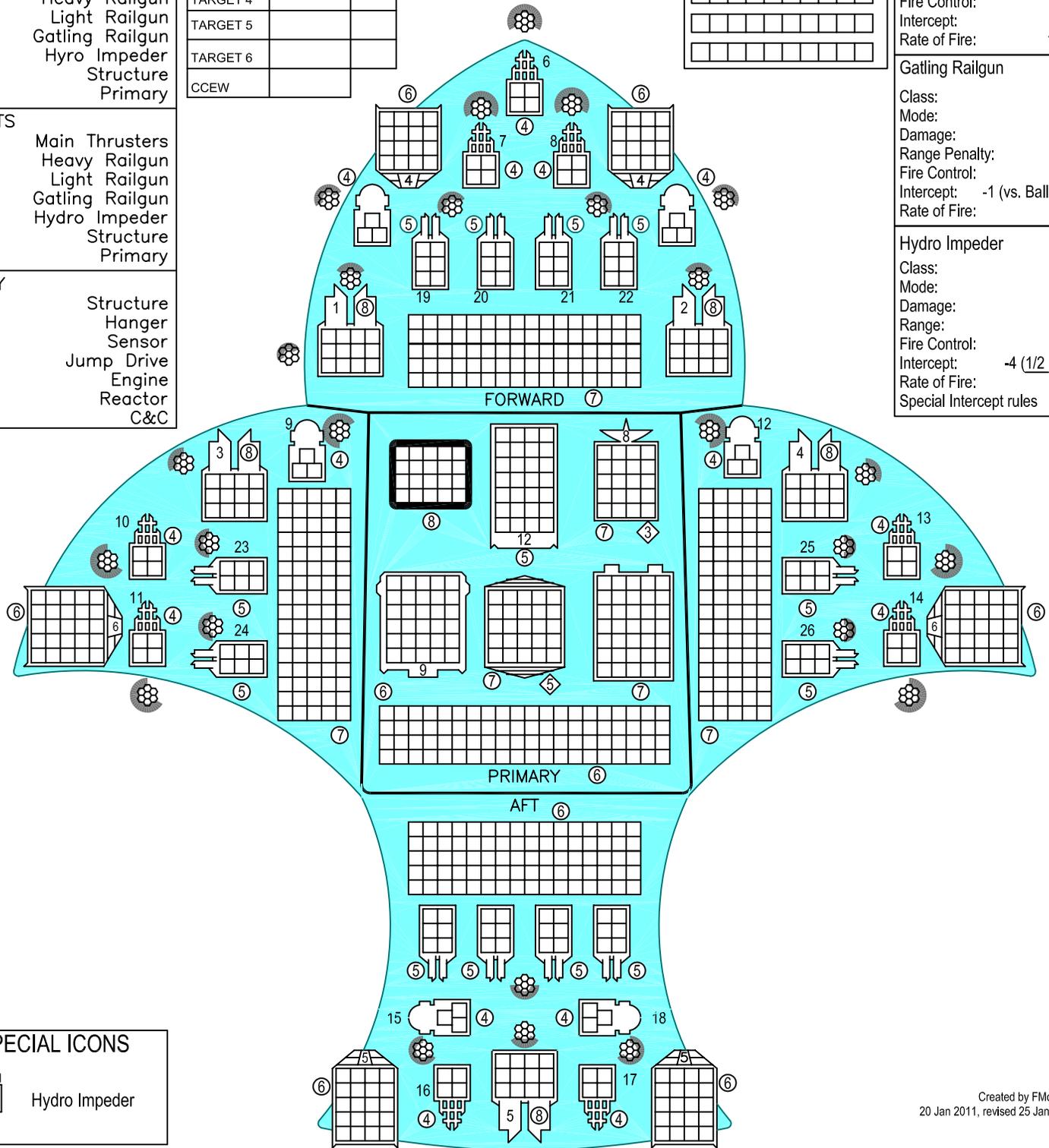
Class: Matter
 Mode: Standard
 Damage: 1D10+5
 Range Penalty: -1 / Hex
 Fire Control: +0/+2/+3
 Intercept: N/A
 Rate of Fire: 1 / 2 Turns

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
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