

Unsheathed Claw Kiltrac Raiding Cruiser

SPECS

Class: Capital Ship
In Service: 1926
Point Value: 525
Ramming Factor: 200
Jump Delay: 36 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +1

WEAPON DATA

Med. Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Light Plasma Cannon

Class: Plasma
Modes: Standard
Dmg: 2d10+2 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Plasma Cutter

Class: Plasma
Modes: Raking (5)
Dmg: 1d10+4 (-1 per hex)
Range Penalty: -2 per hex
Fire Control: +0/+0/+4
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Each sub-volley is mitigated by armor, and each full sub-volley which strikes a system degrades armor there by 1 point permanently.

Class-S0 Missile Rack
Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

SIDE HITS

1-2: Retro Thrust
3-5: Port/Stb Thrust
6: Med Plasma Cannon
7: Lt Plasma Cannon
8-9: Plasma Cutter
10-11: Cargo
12-18: Port/Stb Structure
19-20: PRIMARY Hit

SPECIAL NOTES

Limited Availability (33%)
Unreliable Ship:
Vulnerable to Criticals
Special Hull Configuration
(No Forward Struct or hits)

AFT HITS

1-6: Main Thrust
7-8: Lt Plasma Cannon
9: Aft Hangar
10-18: Aft Structure
19-20: PRIMARY Hit

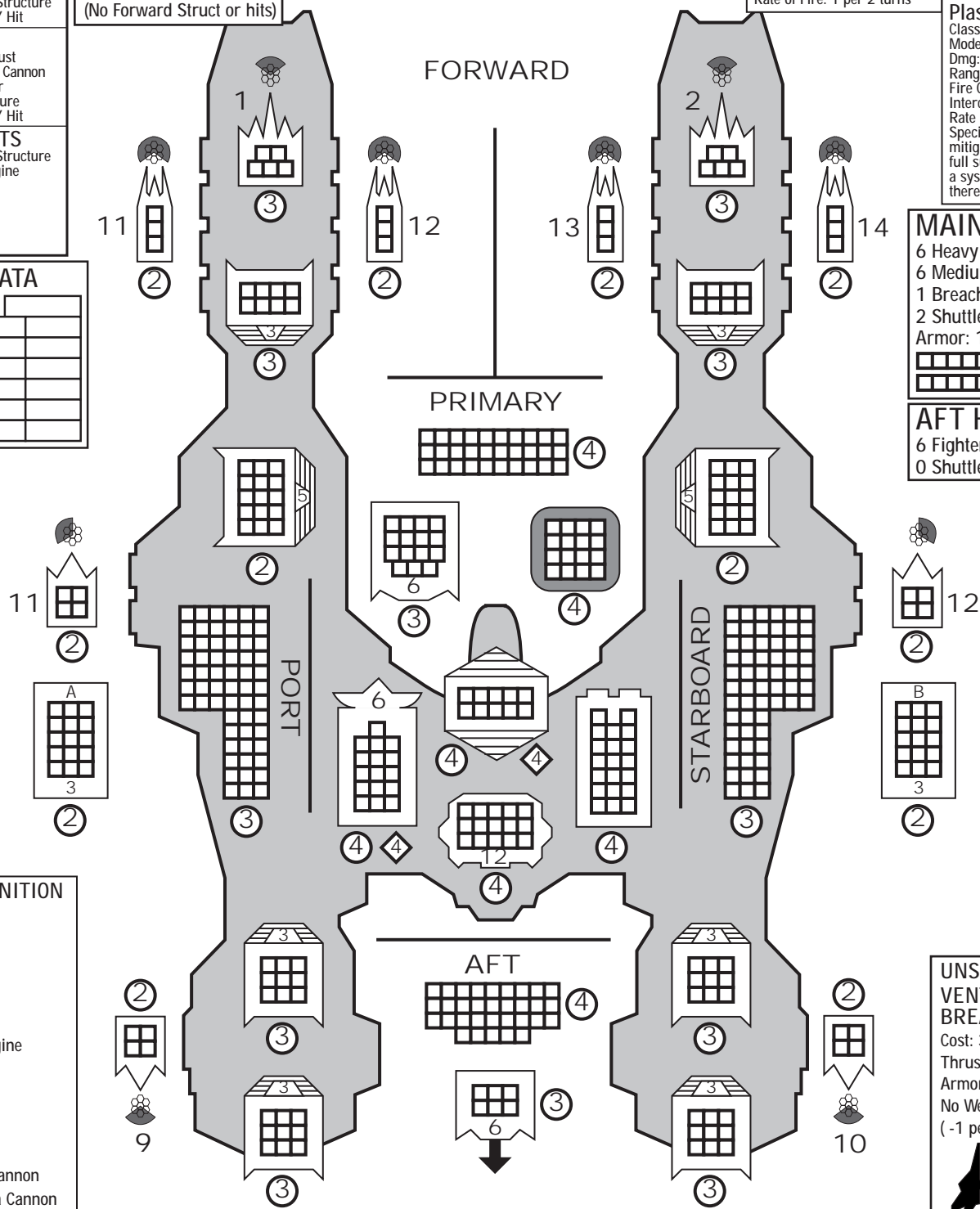
PRIMARY HITS

1-8: Primary Structure
9-10: Jump Engine
11-12: Sensors
13-15: Hangar
16-17: Engine
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



MAIN HANGAR

6 Heavy Fighters
6 Medium Fighters
1 Breaching Pod
2 Shuttles: Thrust: 5
Armor: 1 Defense: 12/12

AFT HANGAR

6 Fighters
0 Shuttles

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo
- Medium Plasma Cannon
- Lt Plasma Cannon
- Plasma Cutter

UNSHEATHED CLAW VENTISAHK BREACHING POD

Cost: 38 Defense: 7/10
Thrust: 6 Offense: +0
Armor: 3 Initiative: +9
No Weapons
(-1 per 5)

