



# Gaim Ukalth Strike Cruiser

<b>SPECS</b>		<b>MANEUVERING</b>		<b>COMBAT STATS</b>								
Class: Capital Ship		Turn Cost: 2/3 Speed		Fwd/Aft Defense: 15								
In Service: 2260		Turn Delay: 2/3 Speed		Stb/Port Defense: 17								
Point Value: 725		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 3/1								
Ramming Factor: 330		Pivot Cost: 2+2 Thrust		Extra Power: 0								
Jump Delay: 20 Turns		Roll Cost: 3+3 Thrust		Initiative Bonus: +0								
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

<b>WEAPON DATA</b>	
<b>Packet Torpedo</b>	
Class: Ballistic	
Mode: Standard	5
Damage: 2d10+10	
Range Penalty: -1 per 2 hexes after range 10	
Fire Control: +3/+3/-6	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
<b>Particle Concentrator</b>	
Class: Particle	4
Modes: Raking	
Damage: 2d10+15	
Range Penalty: -1 per 2 hexes	
Fire Control: +5/+4/+2	
Intercept Rating: -1	
Rate of Fire: 1 per 2 turns	
<b>Scattergun</b>	
Class: Particle	3
Modes: Standard	
Damage: 2d6+1	
Range Penalty: -2 per hex	
Fire Control: +0/+2/+5	
Intercept Rating: -2	
Rate of Fire: 1d6 per turn	

<b>FORWARD HITS</b>	
1-3:	Retro Thrust
4-7:	Particle Projector
8-10:	Twin Array
11-18:	Forward Struct
19-20:	PRIMARY Hit
<b>SIDE HITS</b>	
1-4:	Port/Stb Thrust
5-6:	Packet Torpedo
7-8:	Scattergun
9-18:	Port/Stb Struct
19-20:	PRIMARY Hit
<b>AFT HITS</b>	
1-7:	Main Thrust
8-10:	Scattergun
11-18:	Aft Struct
19-20:	PRIMARY Hit
<b>PRIMARY HITS</b>	
1-8:	Primary Struct
9-11:	Jump Engine
12-13:	Sensors
14-15:	Engine
16-17:	Hangar
18-19:	Reactor
20:	C&C

<b>SPECIAL NOTES</b>	
Restricted Deployment (10%)	
<b>SENSOR DATA</b>	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

<b>HANGAR</b>													
12 Fighters													
2 Shuttles:	Thrust: 4												
Armor: 1	Defense: 10/12												
<table border="1"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>													

