



Bintari Kudronni Mothership

SPECS	MANEUVERING	COMBAT STATS
Class: Enormous Ship In Service: 2062 Point Value: 1500 Ramming Factor: 620 Jump Delay: 18 Turns	Turn Cost: 3/2 Speed Turn Delay: 3/2 Speed Accel/Decel Cost: 8 Thrust Pivot Cost: 16+16 Thrust Roll Cost: 8+8 Thrust	Fwd/Aft Defense: 19 Stb/Port Defense: 22 Engine Efficiency: 6/1 Extra Power: 0 Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 3 5 6 8 9 11 12 14 15 17 18	
Turn Delay	2 3 5 6 8 9 11 12 14 15 17 18	

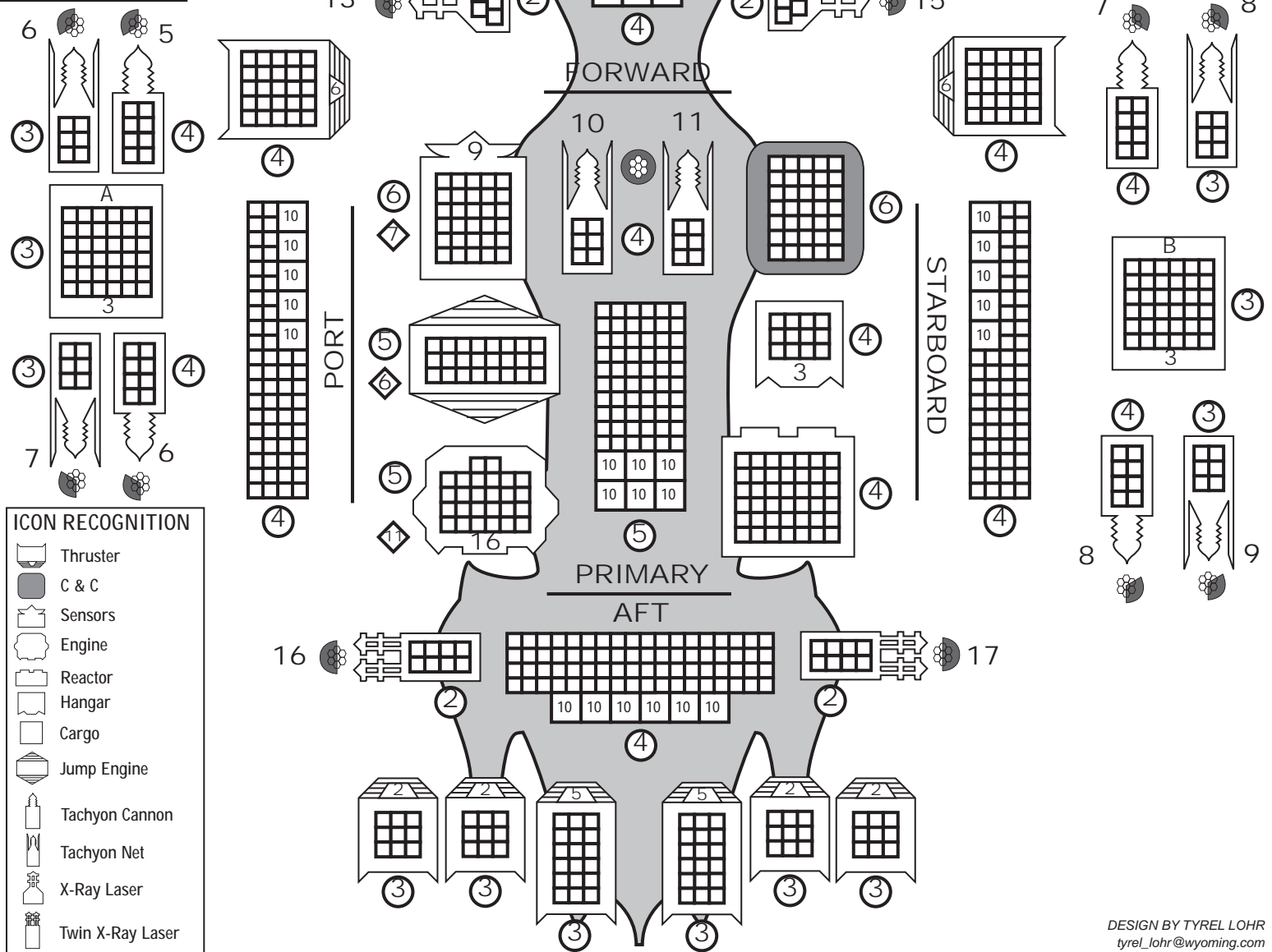
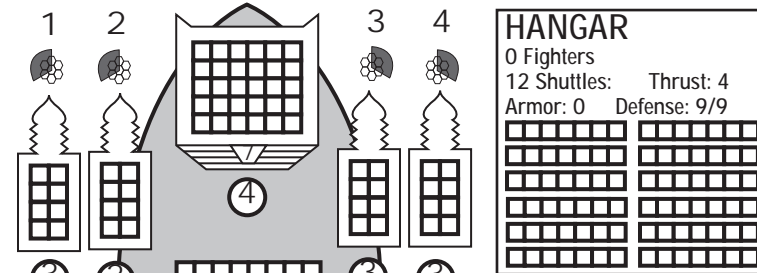
WEAPON DATA	
Tachyon Cannon	
Class: Tachyon Mode: Raking (8) Damage: 2d10+12 Range Penalty: -1 per 3 hexes Fire Control: +3/+2/+0 Intercept Rating: n/a Rate of Fire: 1 per 2 turns	4
Tachyon Net	
Class: Tachyon Mode: Raking (3) Damage: 2d10+1 Range Penalty: -1 per 2 hexes Fire Control: +0/+1/+2 Intercept Rating: -3 Rate of Fire: 1 per turn	3
X-Ray Laser	
Class: Laser Mode: Standard Damage: 1d6+10 Range Penalty: -1 per hex Fire Control: +3/+1/-1 Intercept Rating: n/a Rate of Fire: 1 per turn	4
Twin X-Ray Laser	
Class: Laser Mode: Standard Damage: 2d6+4 Range Penalty: -1 per hex Fire Control: +3/+2/+0 Intercept Rating: n/a Rate of Fire: 2 per turn	4

- FORWARD HITS**
1-4: Retro Thrust
5-7: Tachyon Cannon
8-9: X-Ray Laser
10-18: Forward Struct
19-20: PRIMARY Hit
- SIDE HITS**
1-4: Port/Stb Thrust
5-6: Tachyon Cannon
7-8: Tachyon Net
9-10: Cargo
11-18: Port/Stb Struct
19-20: PRIMARY Hit
- AFT HITS**
1-7: Main Thrust
8-9: Twin X-Ray Laser
10-18: Aft Struct
19-20: PRIMARY Hit
- PRIMARY HITS**
1-6: Primary Struct
7-8: Tachyon Net
9-11: Jump Engine
12-13: Sensors
14-15: Hangar
16-17: Engine
18-19: Reactor
20: C&C

SPECIAL NOTES
Unique Ship
ELINT Ship
+1 to all friendly units
Neutron Pulse Drive

SENSOR DATA
Defensive EW

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Jump Engine
- Tachyon Cannon
- Tachyon Net
- X-Ray Laser
- Twin X-Ray Laser