



K'Thonn Chu'Kahni Dreadnought

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 1 x Speed		Fwd/Aft Defense: 15	
In Service: 2036		Turn Delay: 1 x Speed		Stb/Port Defense: 17	
Point Value: 600		Accel/Decel Cost: 4 Thrust		Engine Efficiency: 4/1	
Ramming Factor: 320		Pivot Cost: 3+3 Thrust		Extra Power: 0	
Jump Delay: 40 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 3 4 5 6 7 8 9 10 11 12				
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12				

WEAPON DATA	
Hellbore Cannon	
Class: Plasma	Icon:
Mode: Standard	
Damage: 3d10+4 (-1 per hex)	
Range Penalty: -1 per hex	
Fire Control: +2/+0/-5	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
Particle Burst	
Class: Particle	Icon:
Mode: Standard	
Damage: 2d6+1	
Range Penalty: -2 per hex	
Fire Control: +2/+2/+4	
Intercept Rating: -1	
Rate of Fire: 1 per turn	

FORWARD HITS

- 1-4: Retro Thrust
- 5-7: Hellbore Cannon
- 8-9: Particle Burst
- 10-18: Forward Struct
- 19-20: PRIMARY Hit

SIDE HITS

- 1-4: Port/Stb Thrust
- 5-6: Hellbore Cannon
- 7-9: Particle Burst
- 10-11: Port/Stb Hangar
- 12-18: Port/Stb Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-8: Hellbore Cannon
- 9-10: Particle Burst
- 11-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Struct
- 9-11: Jump Engine
- 12: Hangar
- 13-14: Sensors
- 15-16: Engine
- 17-19: Reactor
- 20: C&C

SPECIAL NOTES

Antiquated Sensors

SENSOR DATA

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

HANGAR

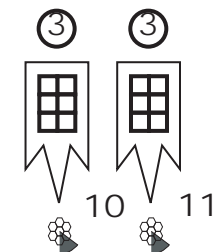
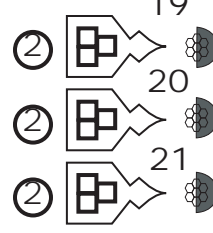
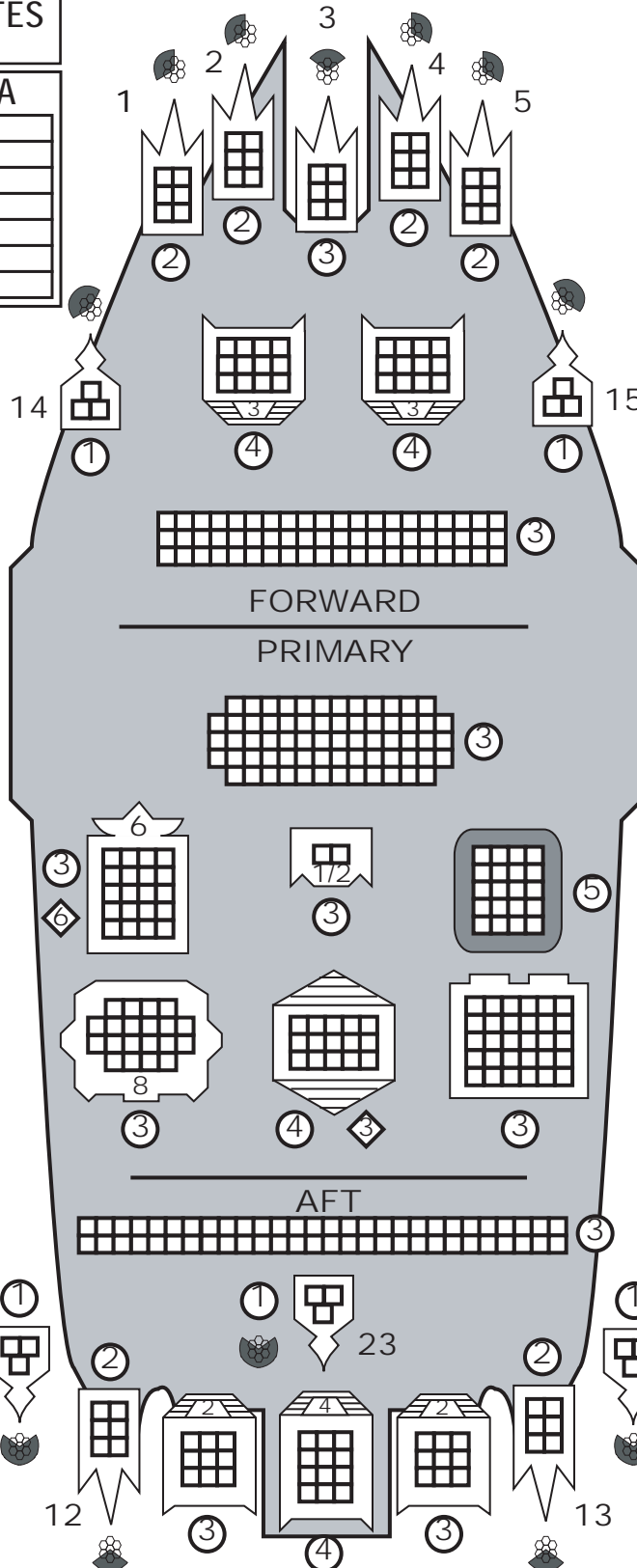
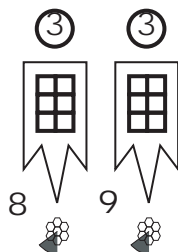
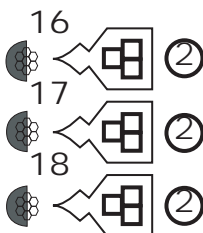
0 Fighters
 2 Shuttles: Thrust: 5
 Armor: 0 Defense: 10/10

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SIDE HANGARS

18 Fighters each



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Hellbore Cannon
- Particle Burst