



K'Thonn Ya'Kali Troop Transport

SPECS Class: Capital Ship In Service: 2048 Point Value: 450 Ramming Factor: 250 Jump Delay: 52 Turns	MANEUVERING Turn Cost: 1 x Speed Turn Delay: 1 x Speed Accel/Decel Cost: 4 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 2+2 Thrust	COMBAT STATS Fwd/Aft Defense: 16 Stb/Port Defense: 16 Engine Efficiency: 3/1 Extra Power: 0 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 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 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 5-6: Hellbore Cannon 7-9: Particle Burst 10-18: Forward Struct 19-20: PRIMARY Hit
SIDE HITS 1-5: Port/Stb Thrust 6-8: Particle Burst 9-18: Port/Stb Struct 19-20: PRIMARY Hit
AFT HITS 1-8: Main Thrust 9-18: Aft Struct 19-20: PRIMARY Hit
PRIMARY HITS 1-7: Primary Struct 8-10: Jump Engine 11-12: Sensors 13-16: Hangar 17-18: Engine 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
46 Assault Shuttles
4 Shuttles: Thrust: 5
Armor: 0 Defense: 10/10
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ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Jump Engine
Hellbore Cannon
Particle Burst

