



# Kylon Felar Drop Ship

### SPECS

Class: Medium Ship  
 In Service: 2065  
 Point Value: 275  
 Ramming Factor: 50  
 Jump Delay: N/A

### MANEUVERING

Turn Cost: 1/2 Speed  
 Turn Delay: 1/2 Speed  
 Accel/Decel Cost: 2 Thrust  
 Pivot Cost: 1+1 Thrust  
 Roll Cost: 1+1 Thrust

### COMBAT STATS

Fwd/Aft Defense: 12  
 Stb/Port Defense: 13  
 Engine Efficiency: 3/1  
 Power Shortage: +0  
 Initiative Bonus: +12

### WEAPON DATA

**Particle Bolter**  
 Class: Particle  
 Mode: Standard  
 Damage: 10  
 Range Penalty: -2 per hex  
 Fire Control: +3/+3/+5  
 Intercept Rating: -2  
 Rate of Fire: 1 per turn

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

### FORWARD HITS

- 1-4: Retro Thrust
- 5-7: Particle Bolter
- 8-18: Structure
- 19-20: PRIMARY Hit

### AFT HITS

- 1-4: Main Thrust
- 5-7: Particle Bolter
- 8-18: Structure
- 19-20: PRIMARY Hit

### PRIMARY HITS

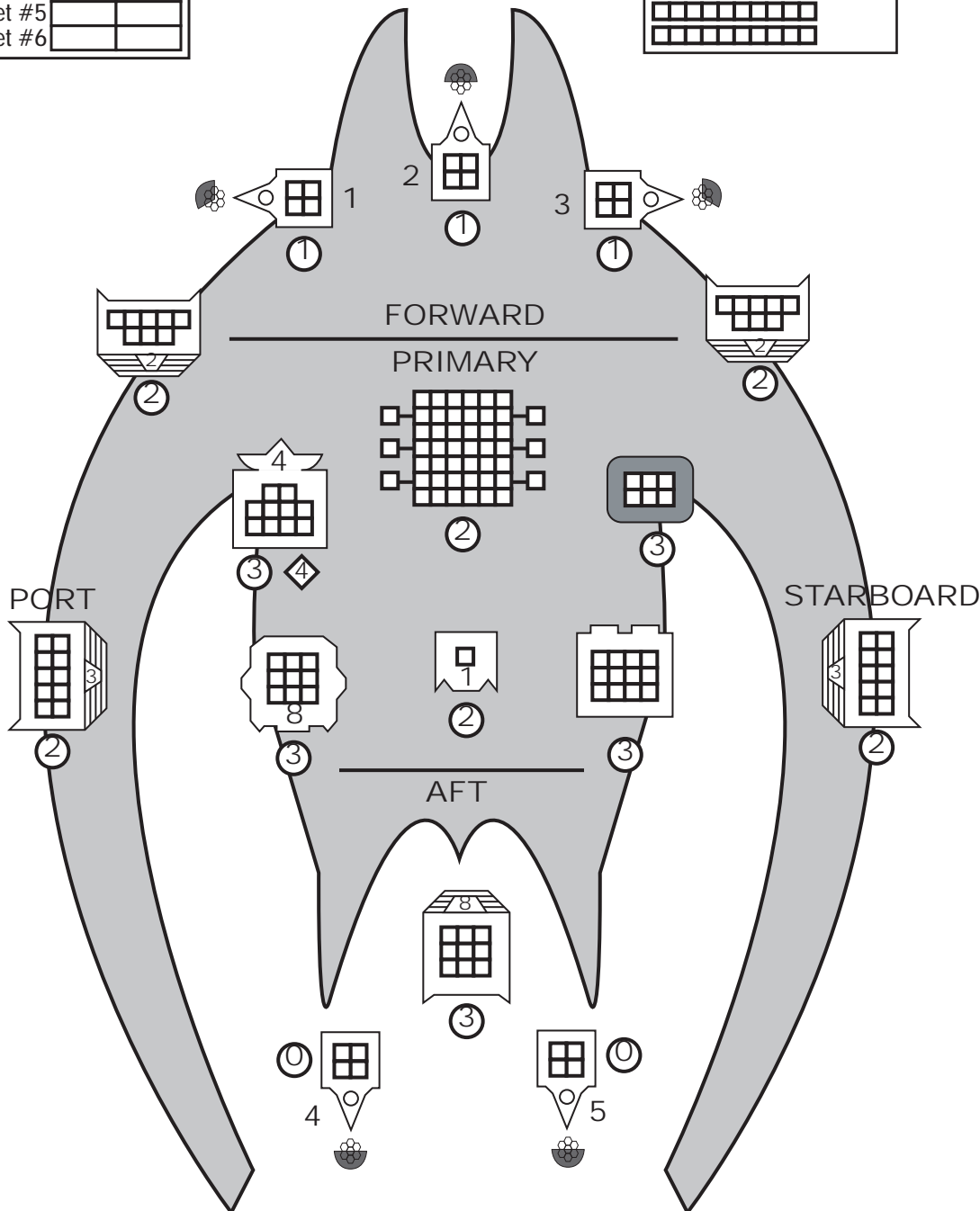
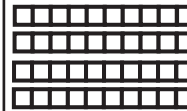
- 1-8: Port/Stb Thrust
- 9-11: Sensors
- 12-13: Hangar
- 14-16: Engine
- 17-18: Reactor
- 19-20: C&C

### SENSOR DATA

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

### HANGAR

0 Fighters (6 External)  
 4 Shuttles: Thrust: 5  
 Armor: 0 Defense: 10/10



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Particle Bolter
- Ext. Fighter Rail