



E'chekri Ikla'tesh Mobile Muniton Pods (4)

SPECS	MANEUVERING	COMBAT STATS
Class: Lt Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 8
In Service: 1815	Turn Delay: 1/4 Speed	Stb/Port Defense: 8
Point Value: 45 each	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 30	Pivot Cost: 1 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1 Thrust	Initiative Bonus: +2
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 2 3 3 3 3	
Turn Delay	1 1 1 1 2 2 2 2 3 3 3 3	

NO WEAPONS

HIT LOCATIONS

1-15: Structure
 16-18: Drive
 19: Reactor
 20: Control

SPECIAL NOTES

Agile Ships
 Atmospheric Capable

HANGAR

6 Hunter-Killers (External)

SENSOR DATA

Defensive EW

Target #1

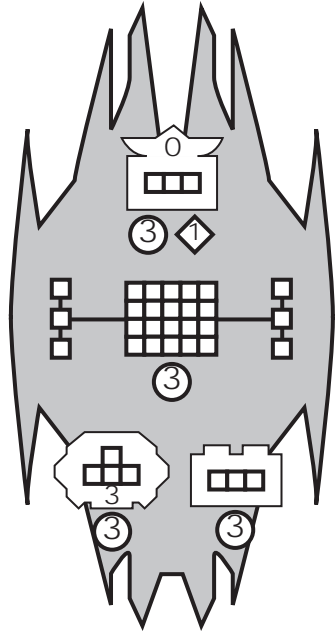
Target #2

Target #3

Target #4

Target #5

Target #6



SENSOR DATA

Defensive EW

Target #1

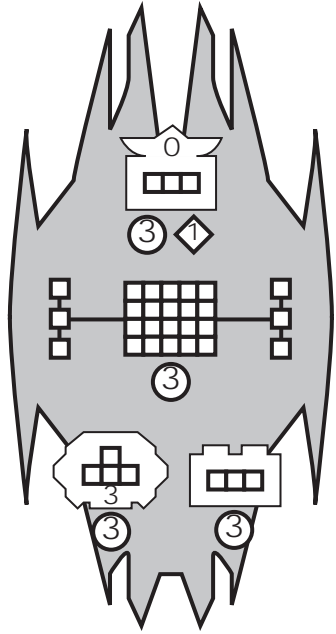
Target #2

Target #3

Target #4

Target #5

Target #6



SENSOR DATA

Defensive EW

Target #1

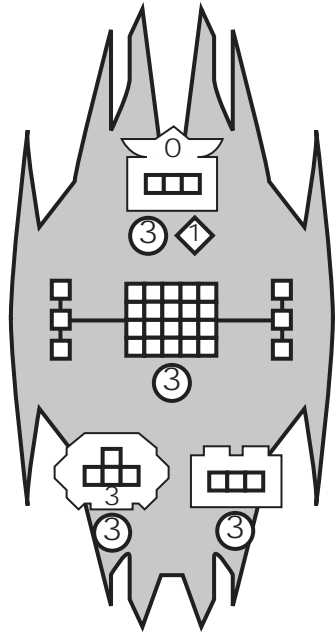
Target #2

Target #3

Target #4

Target #5

Target #6



SENSOR DATA

Defensive EW

Target #1

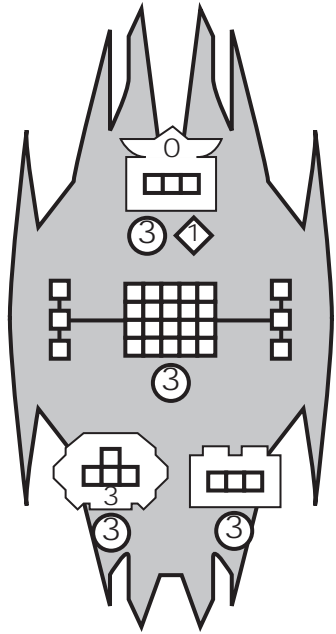
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

Control

Drive

Reactor

Ext. Fighter Rail