



# E'chekri Tho'chat Bomber

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1 x Speed	Fwd/Aft Defense: 13
In Service: 1769	Turn Delay: 1 x Speed	Stb/Port Defense: 13
Point Value: 300	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 6/1
Ramming Factor: 100	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 3+3 Thrust	Initiative Bonus: +5
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA	
Class-0 Missile Rack	
Class: Ballistic	
Missiles: 8	
Range Penalty: None	
Fire Control: +1/+1/+1	
Rate of Fire: 1 per 3 turns	
Bomb Rack	
Class: Ballistic	
Bombs/Missiles: 8	
Range Penalty: None	
Fire Control: +3/+2/+1	
Rate of Fire: 1 per 2 turns	
Twin Defender	
Class: Particle	
Modes: Standard	
Damage: 1d6+1 2 times	
Range Penalty: -2 per hex	
Fire Control: +2/+2/+3	
Intercept Rating: -2	
Rate of Fire: 1 per 2 turns	

FORWARD HITS	
1-4:	Retro Thrust
5:	Missile Rack
6-8:	Bomb Rack
9:	Twin Defender
10-11:	Ammo Pod
12-18:	Forward Structure
19-20:	PRIMARY Hit

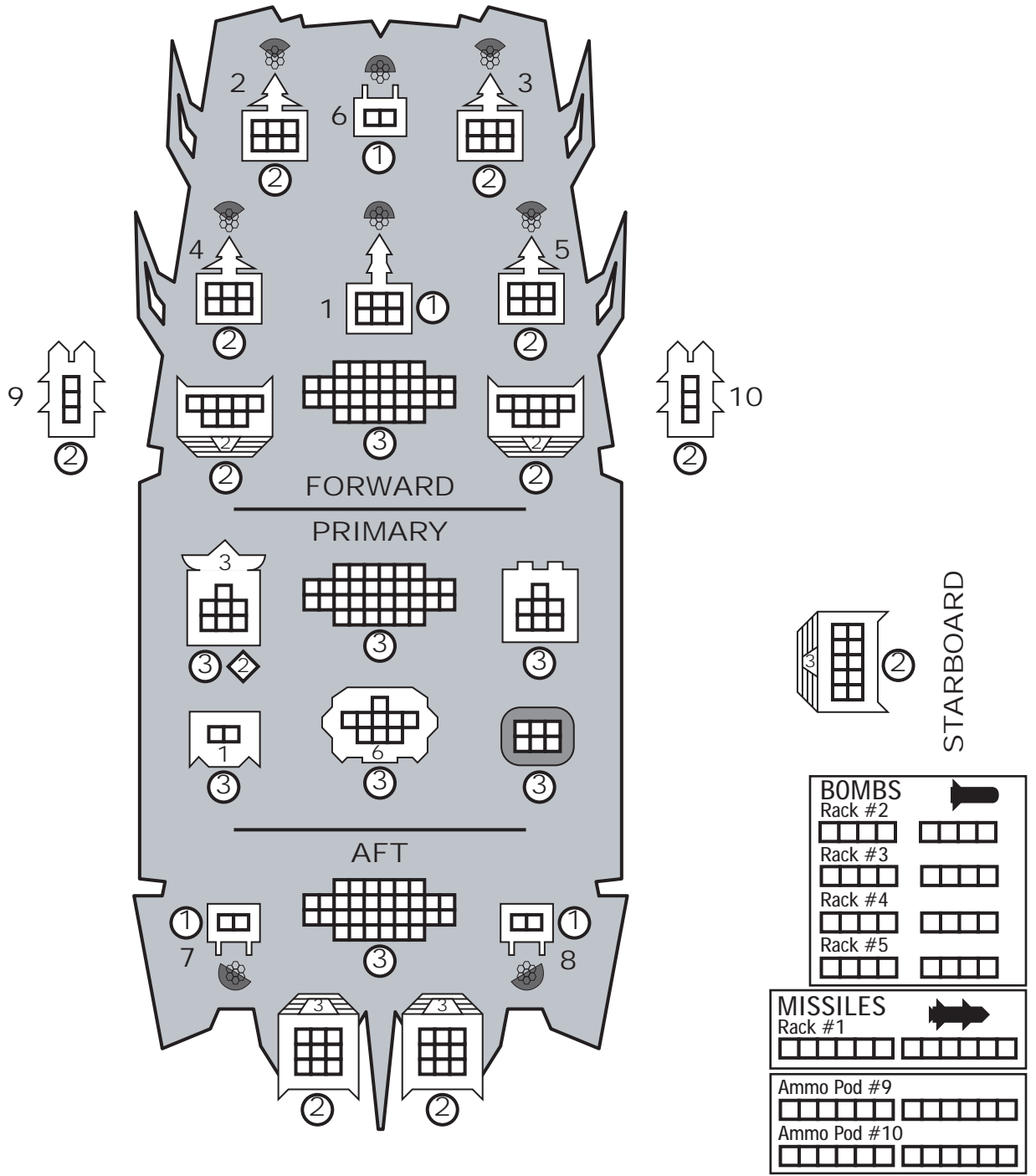
AFT HITS	
1-6:	Main Thrust
7-8:	Twin Defender
9-18:	Aft Structure
19-20:	PRIMARY Hit

PRIMARY HITS	
1-9:	Primary Structure
10-12:	Port/Stb Thrust
13-14:	Sensors
15-16:	Engine
17-18:	Hangar
19:	Reactor
20:	C&C

SENSOR DATA	
Defensive EW	<input type="checkbox"/>
Target #1	<input type="checkbox"/>
Target #2	<input type="checkbox"/>
Target #3	<input type="checkbox"/>
Target #4	<input type="checkbox"/>
Target #5	<input type="checkbox"/>
Target #6	<input type="checkbox"/>

HANGAR	
0 Fighters	
2 Shuttles: Thrust: 4	
Armor: 0	Defense: 9/13
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Ammo Pod
	Class-0 Missile Rack
	Bomb Rack
	Twin Defender

BOMBS	
Rack #2	
Rack #3	<input type="checkbox"/>
Rack #4	<input type="checkbox"/>
Rack #5	<input type="checkbox"/>

MISSILES	
Rack #1	
Ammo Pod #9	<input type="checkbox"/>
Ammo Pod #10	<input type="checkbox"/>