



Bintari Kalaria Missile Tender

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 4/3 Speed	Fwd/Aft Defense: 14
In Service: 2054	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 375	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 2/1
Ramming Factor: 260	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 3+3 Thrust	Initiative Penalty: -2
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 3 4 6 7 8 10 11 12 14 15 16	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA	
X-Ray Laser	
Class: Laser	
Mode: Standard	
Damage: 1d6+10	
Range Penalty: -1 per hex	
Fire Control: +3/+1/-1	
Intercept Rating: n/a	
Rate of Fire: 1 per turn	

FORWARD HITS	
1-4:	Retro Thrust
5-7:	X-Ray Laser
8-18:	Forward Struct
19-20:	PRIMARY Hit

SIDE HITS	
1-4:	Port/Stb Thrust
5-6:	X-Ray Laser
7-9:	Cargo
10-18:	Port/Stb Struct
19-20:	PRIMARY Hit

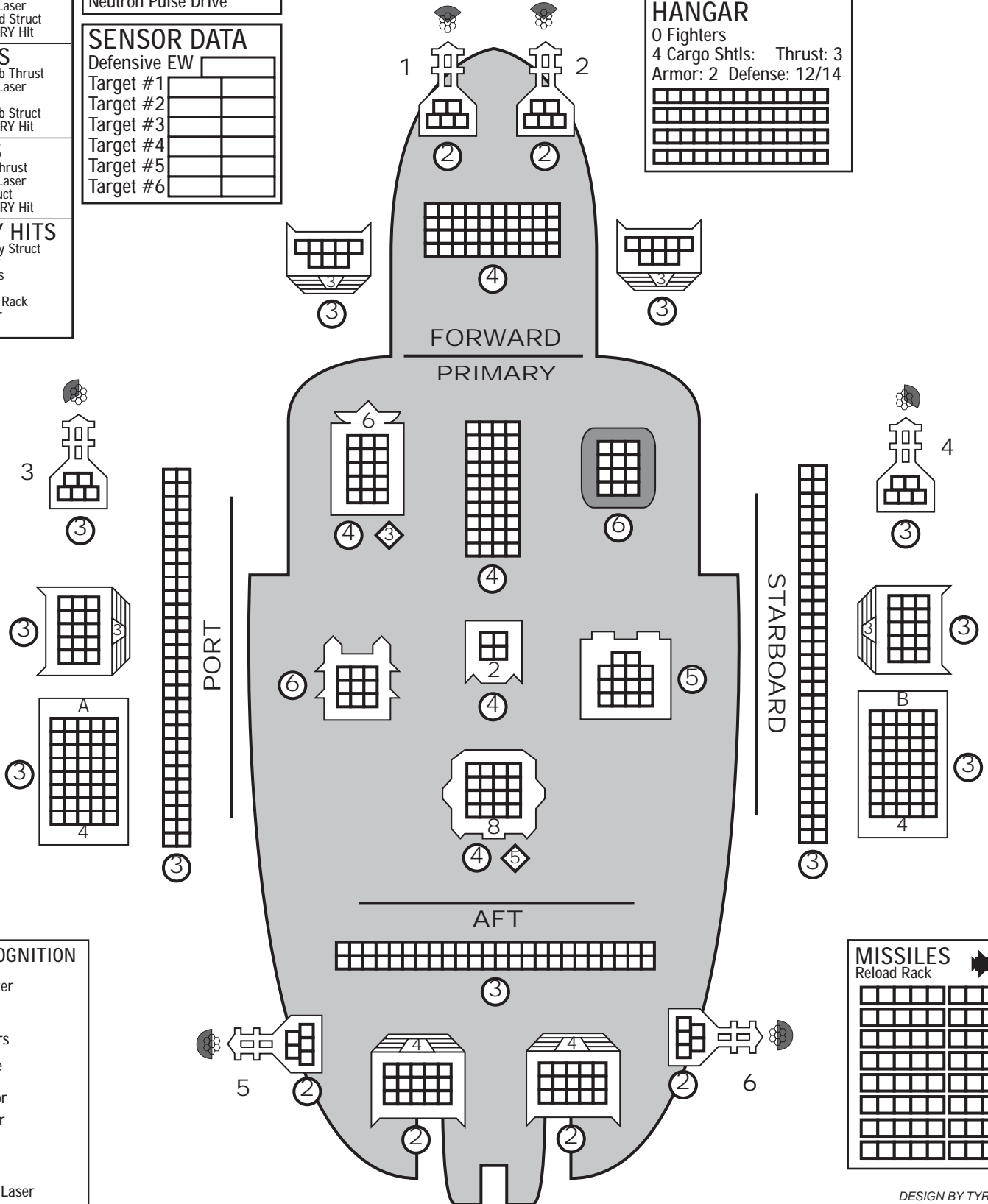
AFT HITS	
1-6:	Main Thrust
7-9:	X-Ray Laser
10-18:	Aft Struct
19-20:	PRIMARY Hit

PRIMARY HITS	
1-10:	Primary Struct
11-12:	Hangar
13-14:	Sensors
15-16:	Engine
17-18:	Reload Rack
19:	Reactor
20:	C&C

SPECIAL NOTES	
Neutron Pulse Drive	

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

HANGAR	
0 Fighters	
4 Cargo Shtls:	Thrust: 3
Armor: 2	Defense: 12/14



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	X-Ray Laser

MISSILES	
Reload Rack	