



Bintari Klavidia System Monitor

SPECS												
Class: Hvy Combat Vsl				Turn Cost: 2/3 Speed				Fwd/Aft Defense: 14				
In Service: 1989				Turn Delay: 4/3 Speed				Stb/Port Defense: 16				
Point Value: 425				Accel/Decel Cost: 4 Thrust				Engine Efficiency: 3/1				
Ramming Factor: 150				Pivot Cost: 4+4 Thrust				Extra Power: 0				
Jump Delay: N/A				Roll Cost: 3+3 Thrust				Initiative Bonus: +4				
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	2	3	4	6	7	8	10	11	12	14	15	16

WEAPON DATA	
Standard Launcher	
Class: Ballistic	
Missiles: 12	
Range Penalty: none	
Fire Control: +0/+0/+0	
Intercept Rating: n/a	
Rate of Fire: Special	
Hvy: 1 per 2 turns	
Med: 1 per turn	
Light: 2 per turn	

FORWARD HITS	
1-4:	Retro Thrust
5-6:	Standard Launcher
7-9:	Laser Bolt
10-18:	Forward Struct
19-20:	PRIMARY Hit

SPECIAL NOTES
Neutron Pulse Drive

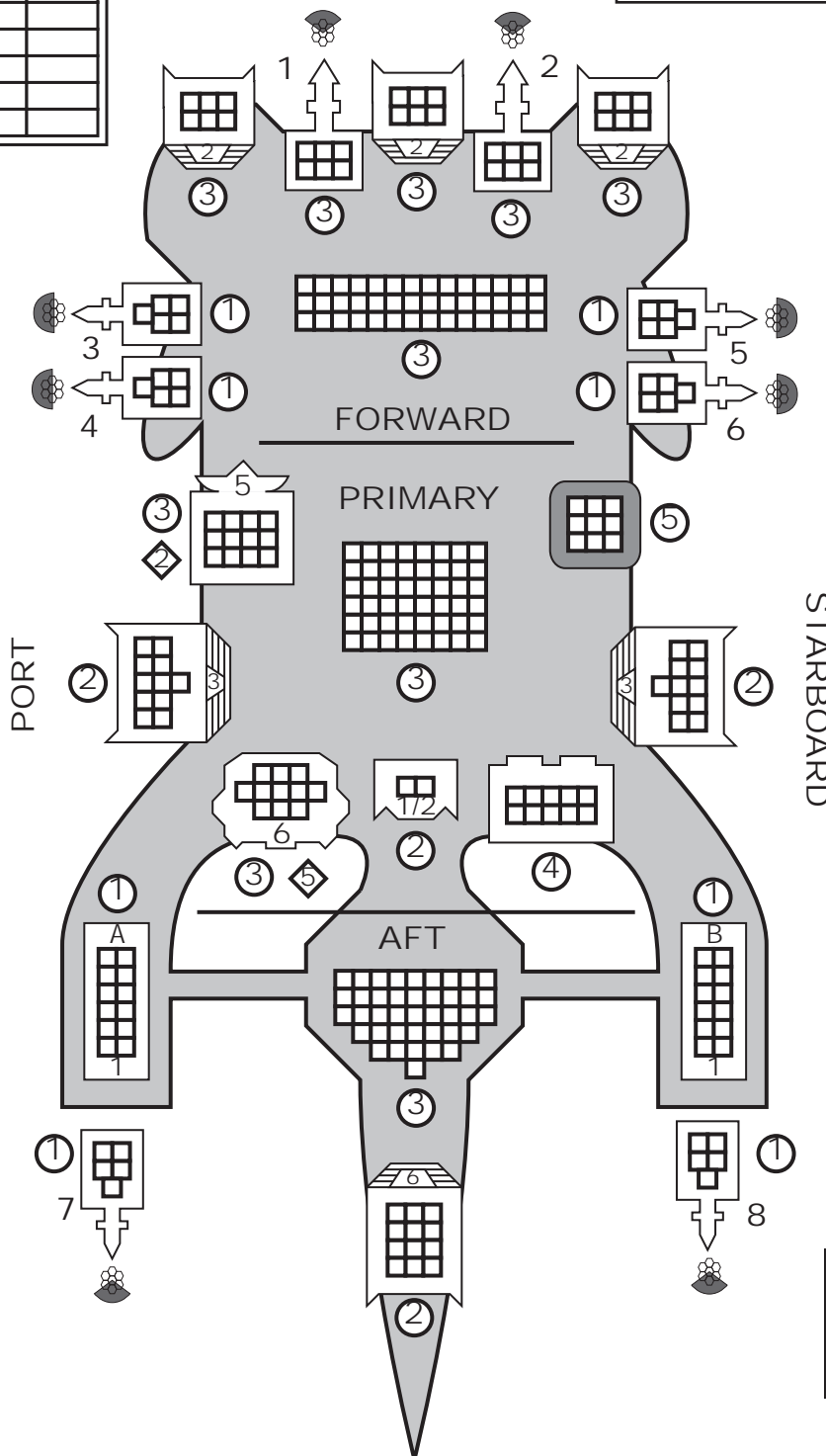
SENSOR DATA	
Defensive EW	<input type="checkbox"/>
Target #1	<input type="checkbox"/>
Target #2	<input type="checkbox"/>
Target #3	<input type="checkbox"/>
Target #4	<input type="checkbox"/>
Target #5	<input type="checkbox"/>
Target #6	<input type="checkbox"/>

AFT HITS	
1-5:	Main Thrust
6-7:	Laser Bolt
8-10:	Cargo
11-18:	Aft Struct
19-20:	PRIMARY Hit

HANGAR	
0 Fighters	Thrust: 4
2 Shuttles:	Armor: 0 Defense: 9/9

Laser Bolt	
Class: Laser	
Mode: Standard	
Damage: 12	
Range Penalty: -1 per 2 hexes	
Fire Control: +2/+1/-1	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	

PRIMARY HITS	
1-8:	Primary Struct
9-11:	Port/Stb Thrust
12-14:	Sensors
15:	Hangar
16-18:	Engine
19:	Reactor
20:	C&C



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Cargo
	Reactor
	Hangar
	Laser Bolt
	Standard Launcher

MISSILES	
Rack #1	
Rack #2	