



K'Thonn M'Peh Military Transport

SPECS

Class: Hvy Combat Vsl
 In Service: 2028
 Point Value: 250
 Ramming Factor: 120
 Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
 Turn Delay: 1 x Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 2+2 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 15
 Engine Efficiency: 5/1
 Extra Power: 0
 Initiative Bonus: +2

WEAPON DATA

Hellbore Cannon
 Class: Plasma
 Mode: Standard
 Damage: 3d10+4 (-1 per hex)
 Range Penalty: -1 per hex
 Fire Control: +2/+0/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Particle Burst

Class: Particle
 Mode: Standard
 Damage: 2d6+1
 Range Penalty: -2 per hex
 Fire Control: +2/+2/+4
 Intercept Rating: -1
 Rate of Fire: 1 per turn

| | | | | | | | | | | | | |
|------------|---|---|---|---|---|---|---|---|---|----|----|----|
| 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 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |

FORWARD HITS

- 1-4: Retro Thrust
- 5: Hellbore Cannon
- 6-7: Particle Burst
- 8-11: Cargo A/B
- 12-18: Forward Struct
- 19-20: PRIMARY Hit

SPECIAL NOTES

Antiquated Sensors

SENSOR DATA

Defensive EW

| | | |
|-----------|--|--|
| Target #1 | | |
| Target #2 | | |
| Target #3 | | |
| Target #4 | | |
| Target #5 | | |
| Target #6 | | |

AFT HITS

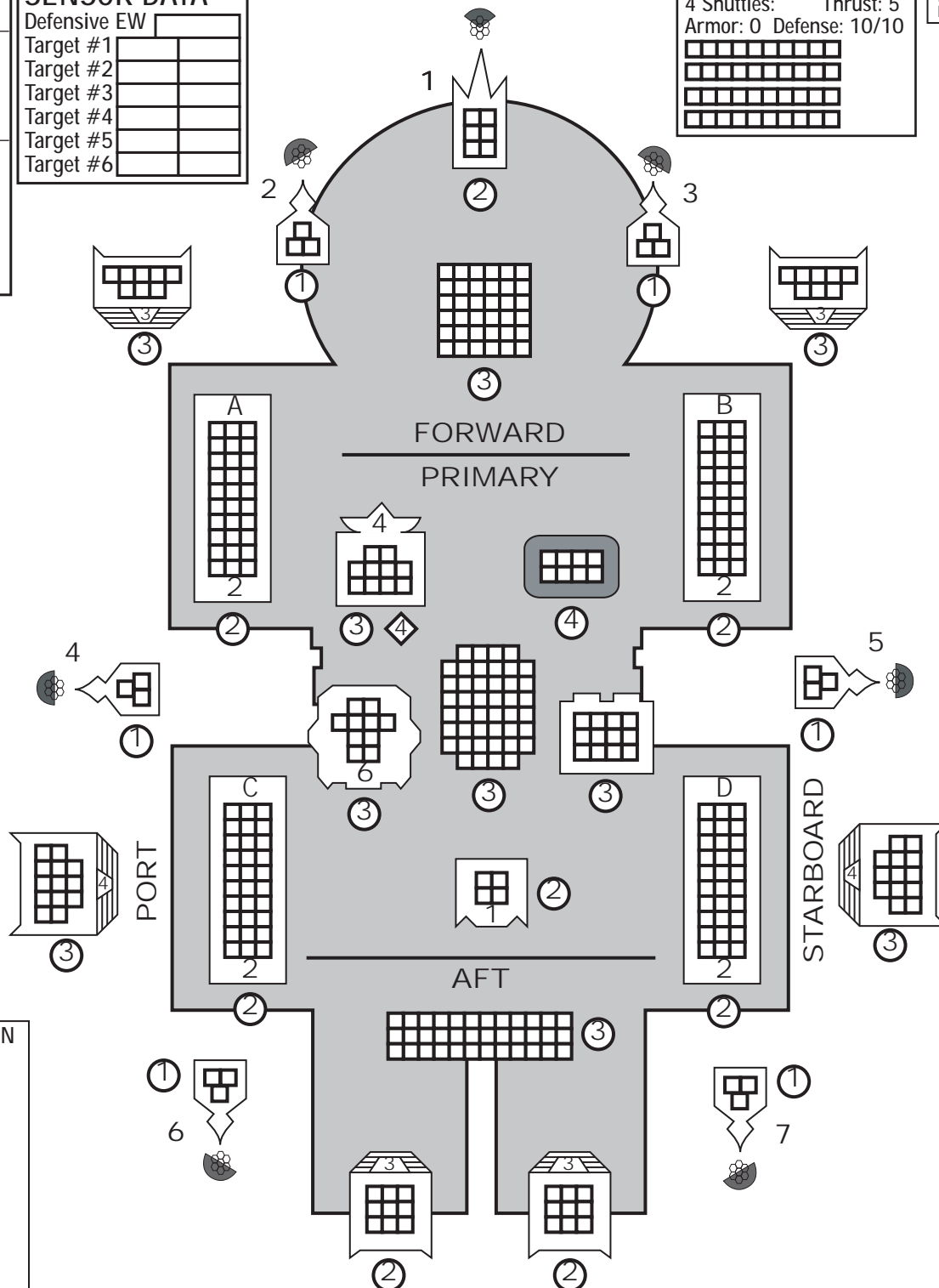
- 1-5: Main Thrust
- 6-7: Particle Burst
- 8-11: Cargo C/D
- 12-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-6: Primary Struct
- 7-9: Port/Stb Thrust
- 10-11: Particle Burst
- 12-13: Sensors
- 14-15: Hangar
- 17-18: Engine
- 19: Reactor
- 20: C&C

HANGAR

0 Fighters
 4 Shuttles: Thrust: 5
 Armor: 0 Defense: 10/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Hellbore Cannon
- Particle Burst