



# E'chekri Ra'Tann Battleship

**SPECS**  
 Class: Capital Ship  
 In Service: 1812  
 Point Value: 1125  
 Ramming Factor: 420  
 Jump Delay: 36 Turns

**MANEUVERING**  
 Turn Cost: 1 x Speed  
 Turn Delay: 3/2 Speed  
 Accel/Decel Cost: 6 Thrust  
 Pivot Cost: 5+5 Thrust  
 Roll Cost: 3+3 Thrust

**COMBAT STATS**  
 Fwd/Aft Defense: 16  
 Stb/Port Defense: 19  
 Engine Efficiency: 6/1  
 Extra Power: 0  
 Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

### WEAPON DATA

**Mass Driver**  
 Class: Matter  
 Modes: Standard  
 Damage: 8d10+60  
 Range Penalty: -1 per 6 hexes  
 Fire Control: +2/-/-/  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns  
 Special: Targets immobile enormous units, bases or planets only; launching ship must be speed zero.

**Railgun**  
 Class: Matter  
 Modes: Standard  
 Damage: 3d10+3  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +2/+2/-3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

**Light Railgun**  
 Class: Matter  
 Modes: Standard  
 Damage: 1d10+5  
 Range Penalty: -1 per hex  
 Fire Control: +0/+2/+3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

**Med. Plasma Cannon**  
 Class: Plasma  
 Modes: Standard  
 Dmg: 3d10+4 (-1 per 2 hexes)  
 Range Penalty: -1 per hex  
 Fire Control: +3/+1/-5  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

**Class-S0 Missile Rack**  
 Class: Ballistic  
 Missiles: 12  
 Range Penalty: None  
 Fire Control: +2/+2/+2  
 Rate of Fire: 1 per 2 turns

**FORWARD HITS**  
 1-4: Retro Thrust  
 5-6: Mass Driver  
 7-8: Railgun  
 9-10: Med Plasma Cannon  
 11-13: Quad Defender  
 14-18: Forward Structure  
 19-20: PRIMARY Hit

**SIDE HITS**  
 1-5: Port/Stb Thrust  
 6-7: Class-S0 Rack  
 8-9: Class-K Rack  
 10-11: Light Railgun  
 12: Ammo Pod  
 13-17: Port/Stb Structure  
 18: Connection Strut  
 19-20: PRIMARY Hit

**AFT HITS**  
 1-6: Main Thrust  
 7-8: Railgun  
 9-10: Med Plasma Cannon  
 11-13: Quad Defender  
 14-18: Aft Structure  
 19-20: PRIMARY Hit

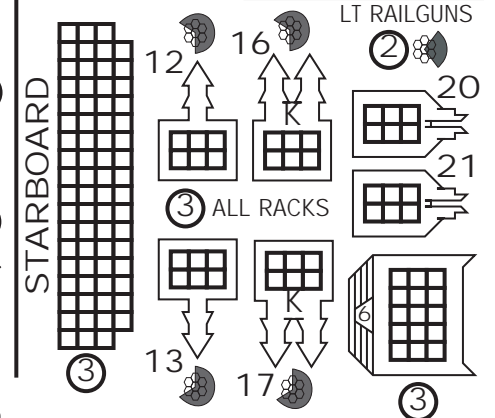
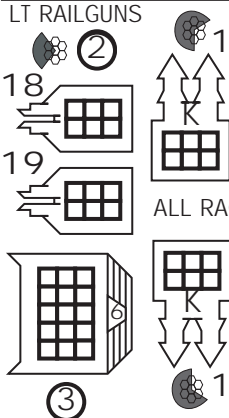
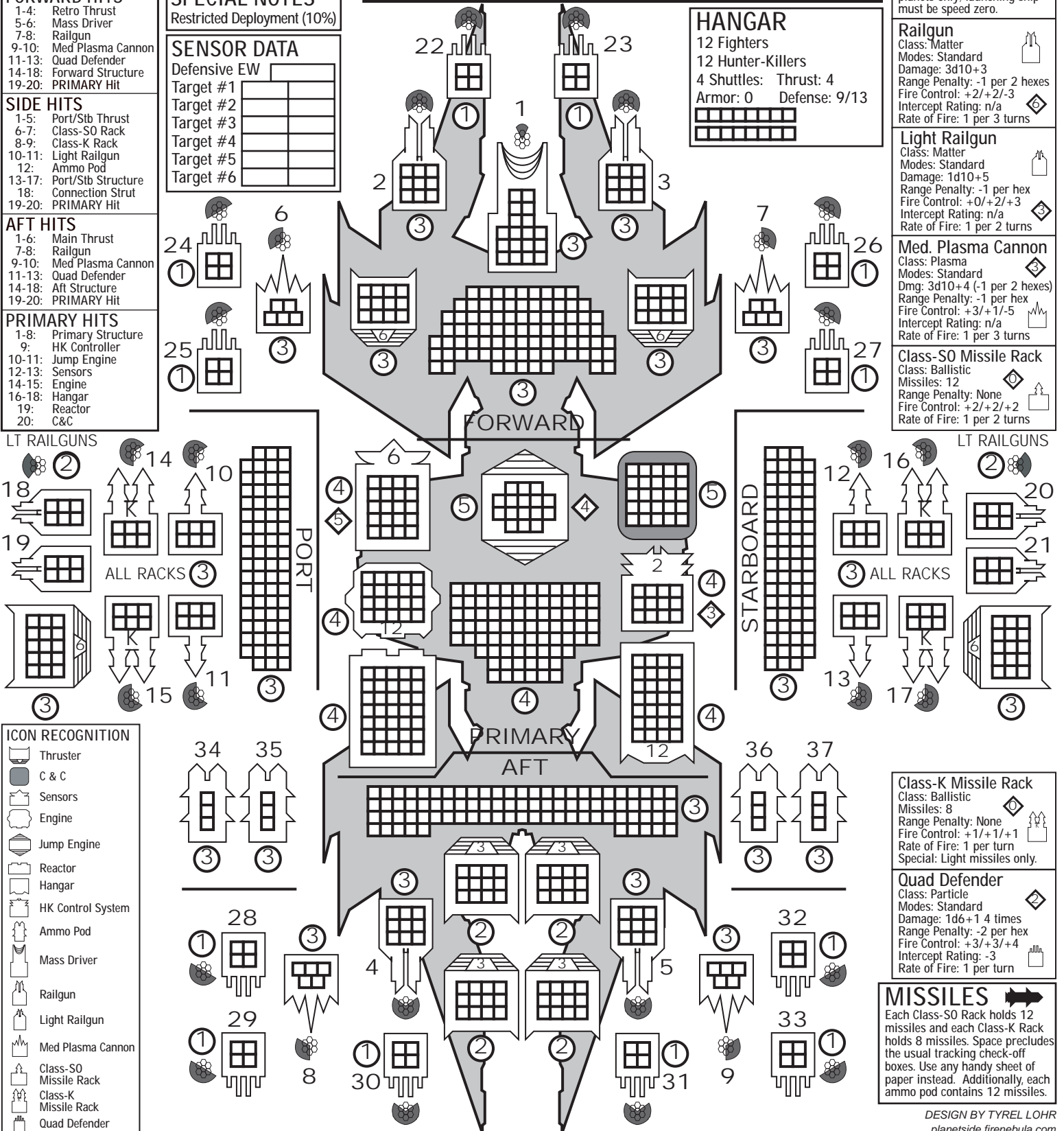
**PRIMARY HITS**  
 1-8: Primary Structure  
 9: HK Controller  
 10-11: Jump Engine  
 12-13: Sensors  
 14-15: Engine  
 16-18: Hangar  
 19: Reactor  
 20: C&C

**SPECIAL NOTES**  
 Restricted Deployment (10%)

**SENSOR DATA**

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

**HANGAR**  
 12 Fighters  
 12 Hunter-Killers  
 4 Shuttles: Thrust: 4  
 Armor: 0 Defense: 9/13



- ICON RECOGNITION**
- Thrustor
  - C & C
  - Sensors
  - Engine
  - Jump Engine
  - Reactor
  - Hangar
  - HK Control System
  - Ammo Pod
  - Mass Driver
  - Railgun
  - Light Railgun
  - Med Plasma Cannon
  - Class-S0 Missile Rack
  - Class-K Missile Rack
  - Quad Defender

**Class-K Missile Rack**  
 Class: Ballistic  
 Missiles: 8  
 Range Penalty: None  
 Fire Control: +1/+1/+1  
 Rate of Fire: 1 per turn  
 Special: Light missiles only.

**Quad Defender**  
 Class: Particle  
 Modes: Standard  
 Damage: 1d6+1 4 times  
 Range Penalty: -2 per hex  
 Fire Control: +3/+3/+4  
 Intercept Rating: -3  
 Rate of Fire: 1 per turn

**MISSILES**  
 Each Class-S0 Rack holds 12 missiles and each Class-K Rack holds 8 missiles. Space precludes the usual tracking check-off boxes. Use any handy sheet of paper instead. Additionally, each ammo pod contains 12 missiles.