



# Kirishiac Mastership (ELINT Variant)

## SPECS

Class: Capital Ship  
 In Service: Ancient  
 Point Value: 3800  
 Ramming Factor: 380  
 Jump Delay: 8 Turns

## MANEUVERING

Turn Cost: 1/2 Speed  
 Turn Delay: 1/2 Speed  
 Accel/Decel Cost: 3 Thrust  
 Pivot Cost: 2+2 Thrust  
 Roll Cost: 4+4 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15  
 Stb/Port Defense: 15  
 Engine Efficiency: 4/1  
 Extra Power: +0  
 Initiative Bonus: +2

## WEAPON DATA

Gravitic Augmenter  
 Class: Gravitic  
 Effect: Turns target  
 Range Penalty: -1 per 2 hexes  
 Maximum Range: 20 hexes  
 Fire Control: +6/+5/+0  
 Intercept Rating: n/a  
 Rate of Fire: 1 per turn  
 Alternate Fire: Affects matter and ballistic weapons, enhances Warrior Projectiles, acts as a Tractor Beam (see rules).  
*Special: Non-interceptable*

## Antigravity Beam

Class: Gravitic  
 Mode: Standard  
 Damage: 3d10+6  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +1/+3/+5  
 Intercept Rating: -3  
 Rate of Fire: 1 per turn  
 Alternate Fire: Can use 3 shots of 1d10+2 damage each

## ELINT Sensor Module

Provides bonus EW for ELINT functions in system arc only. May not be improved. If targets for which the EW was allocated move out of arc, the EW and ELINT is lost.

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

## ORBITAL SEGMENTS

Can be targeted as a fighter with defense 8/8.

## HANGARS (each)

18 Warrior Projectiles

**FORWARD HITS**  
 1-4: Retro Thrust  
 5-6: ELINT Sensor Orbital  
 7-9: AGB Orbital  
 10-11: Forward Hangar  
 12-18: Forward Struct  
 19-20: PRIMARY Hit

**SPECIAL NOTES**  
 Gravitic Drive System  
 Advanced Sensors  
 Hardened Adv. Armor  
 Special Jump Drive

**SIDE HITS**  
 1-4: Side Thrust  
 5-6: Side GA Orbital  
 7-9: Side AGB Orbital  
 10-11: Side Hangar  
 12-18: Side Struct  
 19-20: PRIMARY Hit

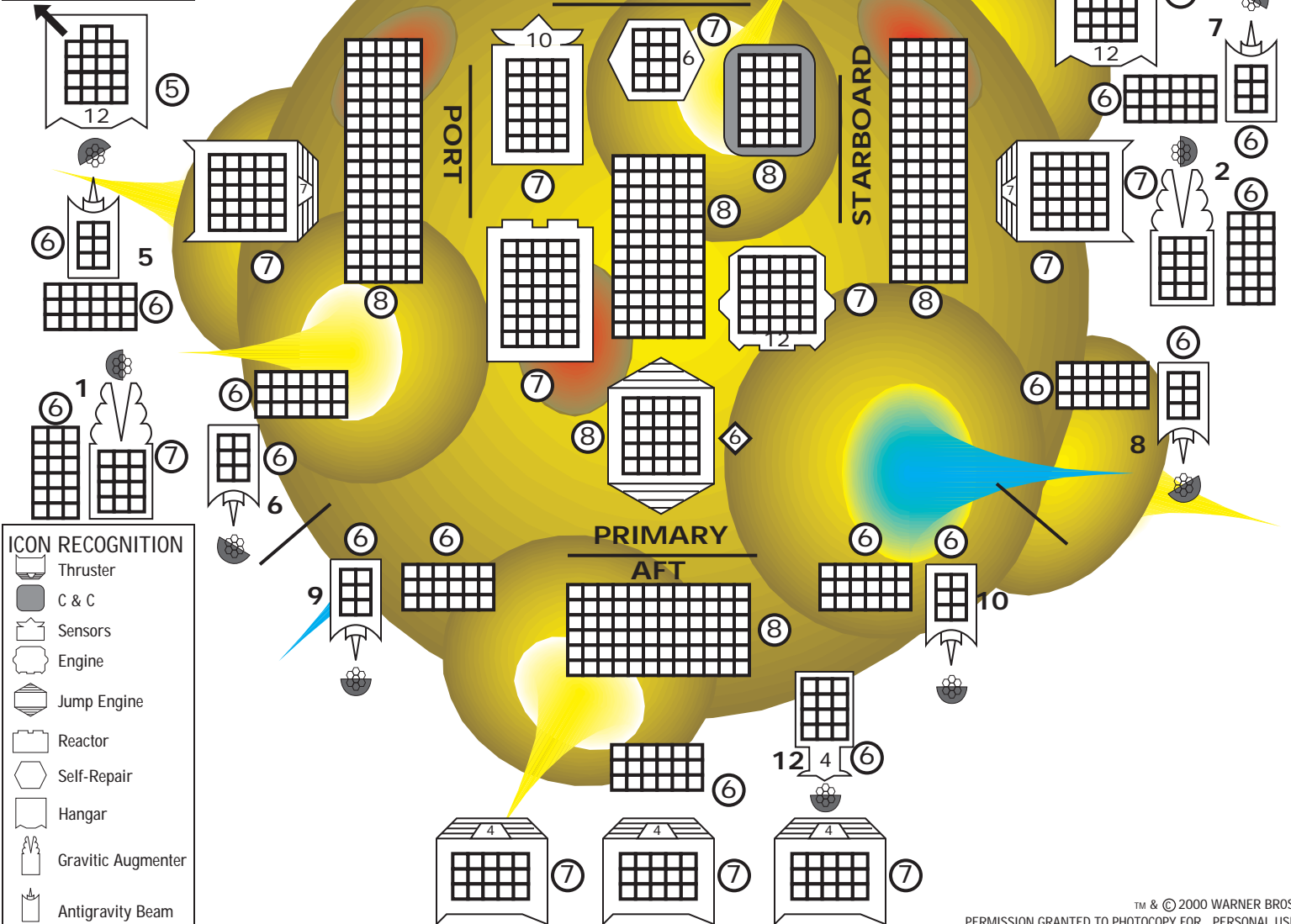
**SENSOR DATA**  
 Defensive EW

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

**AFT HITS**  
 1-7: Main Thrust  
 8-9: GA Orbital  
 10-11: AGB Orbital  
 12-18: Aft Struct  
 19-20: PRIMARY Hit

**PRIMARY HITS**  
 1-10: Primary Struct  
 11-12: Self-Repair  
 13-14: Sensors  
 15-16: Engine  
 17: Jump Drive  
 18-19: Reactor  
 20: C & C

**ORBITAL HITS**  
 1-6: Weapon  
 7-20: Structure



**ICON RECOGNITION**

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Self-Repair
- Hangar
- Gravitic Augmenter
- Antigravity Beam