



Starships D20 / Kilrathi Production Jalthi

Kilrathi Jalthi

Craft: Kilrathi Production Jalthi Heavy Fighter

Class: Starfighter

Size: Tiny (16 m long)

Hyperdrive: None

Passangers: None

Cargo Capacity: 70 kg

Consumables: 1 week

Cost: 170,000 (new), 90,000 (used)

Maximum Speed In Space: Cruising (6 squares/action)

Atmospheric Speed: 660 km/h (11 squares/action)

Crew: 1 (Normal +2)

Initiative: +4 (+2 size, +2 crew)

Maneuver: +4 (+2 size, +2 crew)

Defense: 22 (+2 size, +10 armor)

Shield Points: 80 (DR 5)

Hull Points: 120 (DR 5)

Weapons:

4 Laser Cannons (fire-linked)

Fire Arc: Front

Attack Bonus: +4 (+2 size, +2 fire control)

Damage: 5d10x2

Range Modifiers: PB/S +0, M/L n/a

2 Neutron Guns (fire-linked)

Fire Arc: Front

Attack Bonus: +4 (+2 size, +2 fire control)

Damage: 5d10x2

Range Modifiers: PB +0, S -2, M/L n/a

Concussion Missile Launcher

Fire Arc: Front

Attack Bonus: +3 (+2 size, +1 fire control)

Damage: 6d10x2

Missil Quality: Marginal (+5)

Pilum FF Launcher

Fire Arc: Front

Attack Bonus: +3 (+2 size, +1 fire control)

Damage: 6d10x2

Missil Quality: Ordinary (+10)

Note: When the Pilum FF is launched, enemy with the lowest

Defense (as long as it is a hit) is hit. On a complication,
the Friend or Foe missile's IFF signals are confused, and
attack friendly units as well, including the firing ship.

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