

FRALTHI II CLASS CRUISER

Class: Cruiser
Length: 550 meters
Mass: 23,000 metric tonnes
Max. Velocity: 150 kps
Acceleration: 20 k/s^2
Max Yaw/pitch/roll: 5/5/5 Dps
Shield: 3000 cm. equivalent
Armor:

Front/Rear: 1000cm/1000cm
Sides: 1000 cm

Weapons: Laser Turrets x15

Never a wanted sight in a fleet

Engagement, the Fralthi II class cruiser was a potent war machine.

Able to ferry troops, and supplies while protecting itself

in a war zone, the Fralthi II

Could take on a Ranger Carrier with a good chance of winning.



BHANTKAR CLASS CARRIER

Class: Carrier
Length: 920 meters
Mass: 100,000 metric tonnes
Max. Velocity: 100 kps
Acceleration: 10 k/s^2
Max Yaw/pitch/roll: 5/5/5 Dps
Shield: 2000 cm. equivalent
Armor:

Front/Rear: 1000cm/1000cm
Sides: 1000 cm

Weapons: Laser Turrets x8

Fighter Compliment: 60

Jump Capable: Yes

The mainstay of any Kilrathi fleet,

The Bhantkar Carrier was the

Kilrathi Equivalent of the

Confederation's Ranger

Carriers. However, the

Bhantkar carriers is actually

Outclassed by the Ranger is nearly every

regard. The Bhantkar is slow to accelerate and not well suited to cap ship battles. It's armor is lighter than one would expect on a carrier class ship and it's support abilities are limited. It's primary function is too ferry fighter squadrons with in a fleet. And this it does very well.



RALARI CLASS CRUISER

Class: Destroyer
Length: 344 meters
Mass: 18,000 metric tonnes
Max. Velocity: 150 kps
Acceleration: 8 k/s^2
Max Yaw/pitch/roll: 2/2/2 Dps
Shield: front/rear 20/12 cm. equivalent
Armor:

Front/Rear: 20cm/9cm
Sides: 18 cm

Weapons: Laser Turrets x6
Jump Capable: Yes

The Ralari Class Cruiser was made to be two things, Fast and deadly. Often used for solo hunt and destroy missions,

A single Ralari would often stalk a Confed Carrier or Carrier group picking it apart over the course of two or three months. While a Ralari was an excellent stalking ship, and while it was ideally suited to taking out Confed Fighters, it was ill suited to cap ship engagements. In those rare cases where a Ralari was caught out in the open by a fleet, they were very outmatched and totally outclassed. However in actual fleet engagements, the presence of a Ralari could mean the difference between defeat and victory for the Kilrathi Fleet. While the Ralari dealt with enemy fighters, accompanying destroyers would deal out the torpedoes to the enemy capital ships.



HEAVY DESTROYER

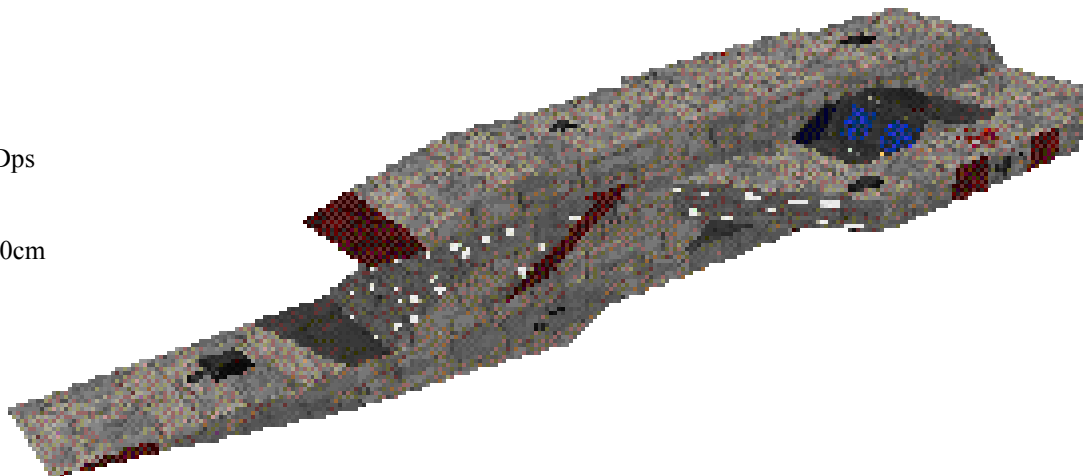
Class: Destroyer
Length: 530 meters
Mass: 19,000 metric tonnes
Max. Velocity: 180 kps
Acceleration: 20 k/s^2
Max Yaw/pitch/roll: 20/20/20 Dps
Shield: 2000 cm. equivalent
Armor:

Front/rear: 1000cm/1000cm
Sides: 1000cm

Weapons: Laser Turrets x10
Tachyon Guns x3

Often used in a hunter-killer capacity, the Kilrathi Heavy

Destroyer was fast and packed a solid punch. In fleet engagements, heavy destroyers would be formed into small groups of two or three ships and these groups would attack individual Confed Cap ships. With a group of heavy destroyers bearing down on a major fighting vessel of a Confed fleet, fleet commanders were often forced to drag out fleet battles by defending the major components of the fleet until the destroyers could be dealt with.



KILRATHI SIVAR DREADNOUGHT

Class: Dreadnought
Length: 103 meters
Mass: 1,720 metric tonnes
Max. Velocity: 150 kps
Acceleration: 5 k/s^2
Max Yaw/pitch/roll: 1/1/1 Dps
Shield: 27 cm. equivalent
Armor:

Front/rear: 28cm/14cm
Sides: 26cm

Weapons: Phase Transit Cannon x1
Laser Turrets x6



KILRATHI DREADNOUGHT

Class: Dreadnought
Manufacturer: N/A

Length: 22,000 meters
Mass: 290,000 metric tonnes
Max. Velocity: 100 kps
Acceleration: 10 k/s^2
Max Yaw/pitch/roll: 5/5/5 Dps
Shield: 800 cm. equivalent

The Kilrathi Dreadnought was at one time the most terrifying ship in the skies. Dwarfing even the massive Kilrathi Carriers, the dreadnought was often seen as an arbiter of doom. Measuring in at over 20 kilometers long, the dreadnought mounted dozens of flak cannons for anti-fighter defense. For ship battles the dreadnought carries dozens of torpedoes and the capacity to launch scores of them at a time.

In typical Kilrathi design fashion, the Dreadnought is designed to resemble a massive hand, or claw. This design has been the reason many people came to call the dreadnought the "Hand of Doom."

There was only one dreadnought of this class confirmed to exist during the war, and that was Prince Thrakath's personal command station. While it's not clear what happened to the actual ship following the war, it has not been seen since the destruction of Kilrah.

