



Version 2: 2E/SF
Im-Rehsa Technologies

Name: _____ Counter: _____



Brakiri Ishtaka Techbase

SPECS

Class: Enormous Base
In Service: 2256
Point Value: 4500
Ramming Factor: 820
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 22 (18)
Stb/Port Defense: 22 (18)
Engine Efficiency: N/A
Extra Power: +12
Initiative Bonus: N/A

WEAPON DATA

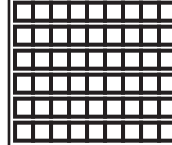
Gravitic Lance
Class: Gravitic
Mode: Sustained
Damage: 6d10+24
Range Penalty: -1 per 5 hexes
Fire Control: +3/+2/-
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Can fire as two graviton beams at the same or different targets.

Graviton Beam
Class: Gravitic
Mode: Raking
Damage: 5d10+12
Range Penalty: -1 per 4 hexes
Fire Control: +3/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Gravitic Shield
Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.

HANGARS

12 Fighters Each
3 Shuttles Each: Thrust:3
Armor: 0 Defense: 8/8



GRAVITIC BOLT

This base cannot use the gravitic bolt downgrade as it was never built with that weapon installed.

SECTION HITS

- 1: Gravitic Shield
- 2-3: Gravitic Lance
- 4-5: Graviton Beam
- 6-7: Graviton Pulsar
- 8: Gravitic Shifter
- 9-11: Cargo
- 12: Reactor
- 13-18: Section Structure
- 19-20: PRIMARY Hit

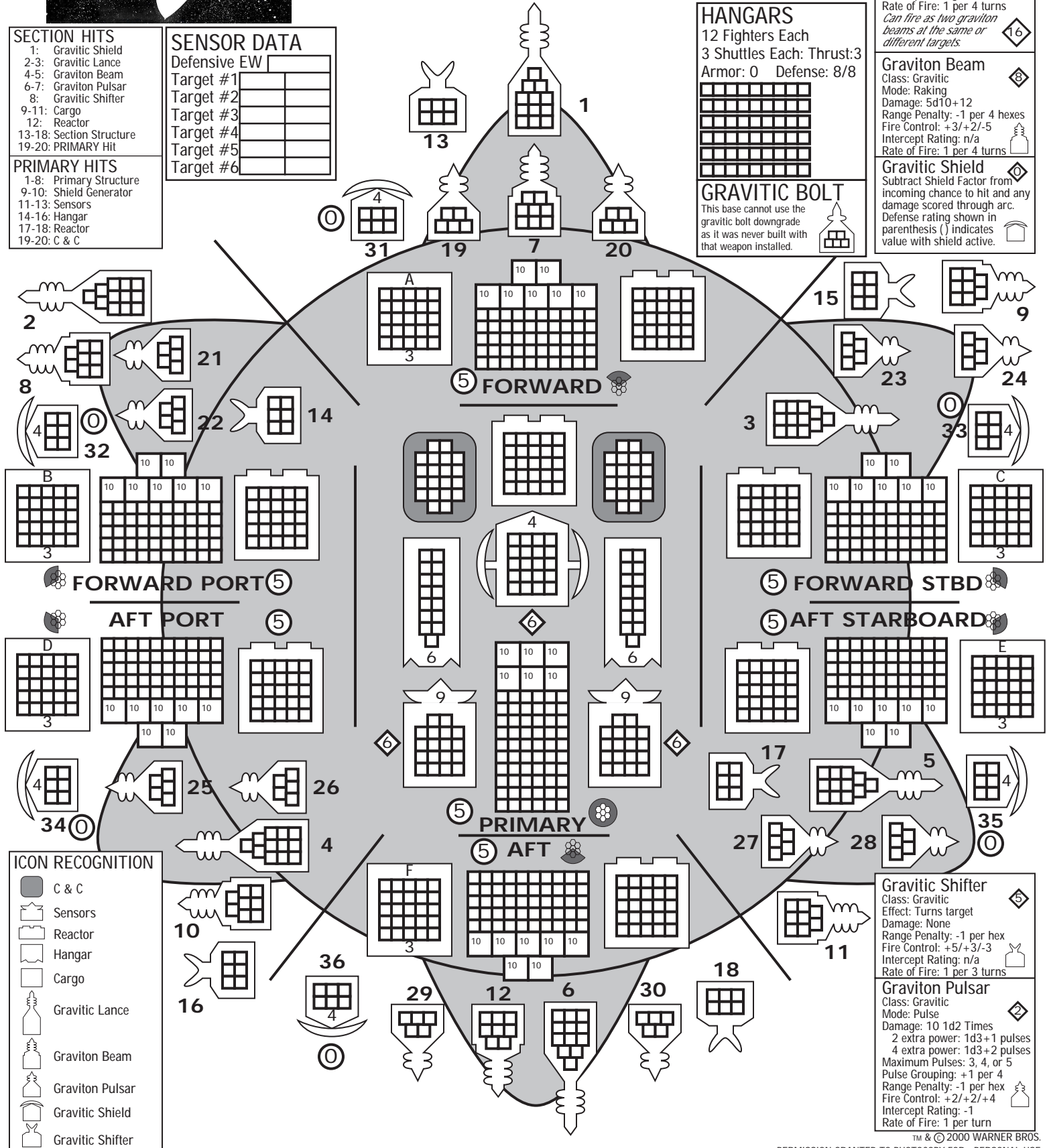
PRIMARY HITS

- 1-8: Primary Structure
- 9-10: Shield Generator
- 11-13: Sensors
- 14-16: Hangar
- 17-18: Reactor
- 19-20: C & C

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Gravitic Lance
- Graviton Beam
- Graviton Pulsar
- Gravitic Shield
- Gravitic Shifter

Gravitic Shifter
Class: Gravitic
Effect: Turns target
Damage: None
Range Penalty: -1 per hex
Fire Control: +5/+3/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Graviton Pulsar
Class: Gravitic
Mode: Pulse
Damage: 10 1d2 Times
2 extra power: 1d3+1 pulses
4 extra power: 1d3+2 pulses
Maximum Pulses: 3, 4, or 5
Pulse Grouping: +1 per 4
Range Penalty: -1 per hex
Fire Control: +2/+2/+4
Intercept Rating: -1
Rate of Fire: 1 per turn