

Version 2: 2E/SF  
Ly-Nakir Industries

Name: \_\_\_\_\_ Counter: \_\_\_\_\_

# Brakiri Cidikar Heavy Carrier



## SPECS

Class: Capital Ship  
In Service: 2246  
Point Value: 800  
Ramming Factor: 260  
Jump Delay: 24 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 17 (15)  
Stb/Port Defense: 19 (17)  
Engine Efficiency: 4/1  
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	1	2	2	3	4	4	5	6	6	7	8	8

## WEAPON DATA

**Heavy Laser Cannon**  
Class: Laser  
Modes: R, S  
Damage: 4d10+20  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+2/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 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

**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.

## FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Gravitic Shield
- 7-8: Graviton Pulsar
- 9-18: Forward Struct
- 19-20: PRIMARY Hit

## SIDE HITS

- 1-3: Port/Stb Thrust
- 4-5: Gravitic Shield
- 6-7: Heavy Laser
- 8-10: Graviton Pulsar
- 11-12: Hangar
- 13-18: Port/Stb Struct
- 19-20: PRIMARY Hit

## AFT HITS

- 1-6: Main Thrust
- 7-8: Gravitic Shield
- 9-18: Aft Struct
- 19-20: PRIMARY Hit

## PRIMARY HITS

- 1-6: Primary Struct
- 7-8: Shield Generator
- 9-10: Jump Drive
- 11-12: Sensors
- 13-14: Engine
- 15-17: Hangar
- 18-19: Reactor
- 20: C & C

## SPECIAL NOTES

Gravitic Drive System  
Restricted Deployment (10%)  
Only 3 Exist

## SENSOR DATA

Defensive EW

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

## MAIN HANGAR

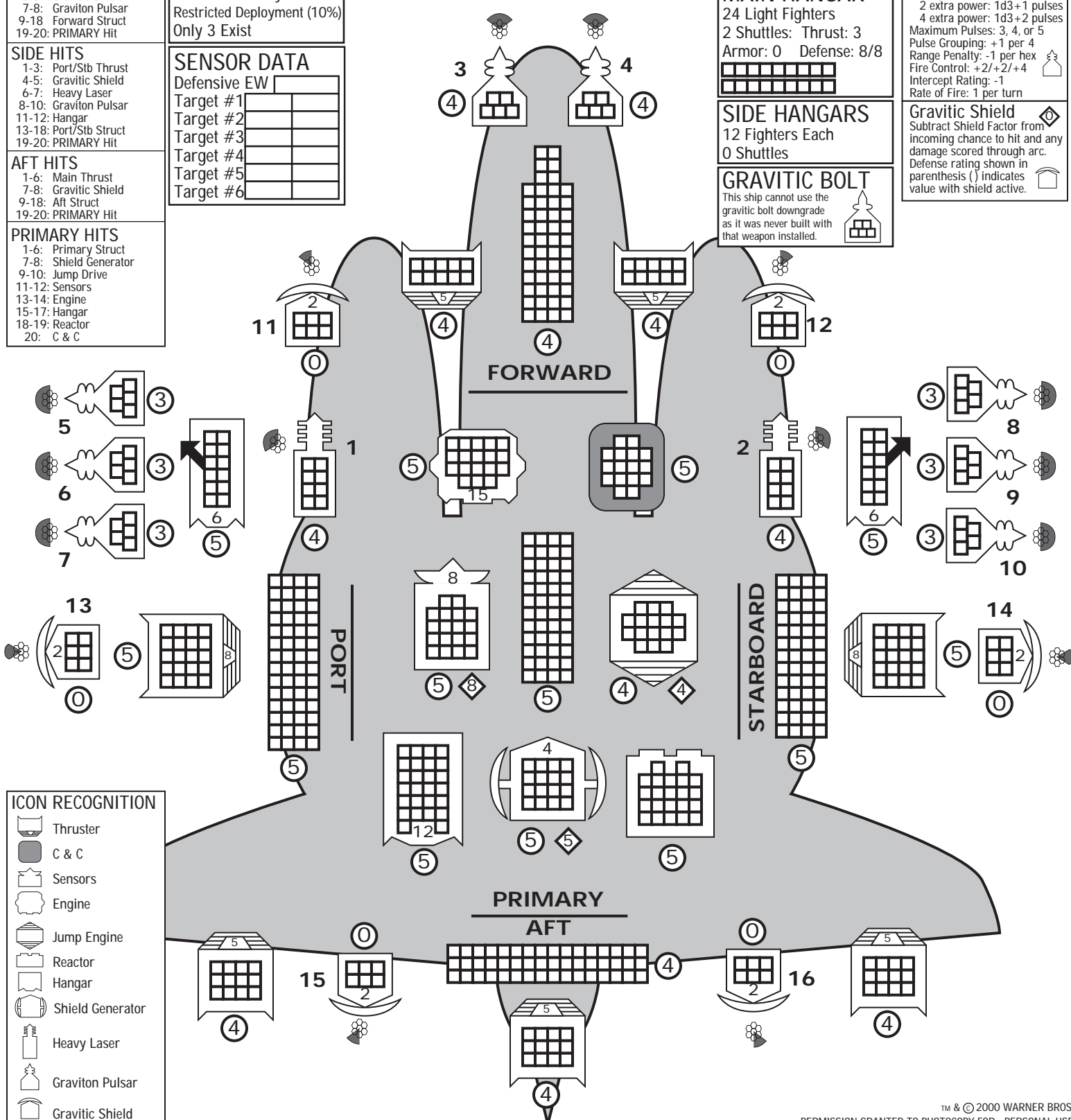
24 Light Fighters  
2 Shuttles: Thrust: 3  
Armor: 0 Defense: 8/8

## SIDE HANGARS

12 Fighters Each  
0 Shuttles

## GRAVITIC BOLT

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



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Shield Generator
- Heavy Laser
- Graviton Pulsar
- Gravitic Shield