



# Brakiri Astarta Assault Cruiser

## SPECS

Class: Capital Ship

In Service: 2225

Point Value: 600

Ramming Factor: 300

Jump Delay: 28 turns

## MANEUVERING

Turn Cost: 1x Speed

Turn Delay: 2/3 Speed

Accel/Decel Cost: 3 Thrust

Pivot Cost: 2+2 Thrust

Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16 (13)

Sth/Port Defense: 17 (14)

Engine Efficiency: 3/1

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

### Grav Cannon

Class: Gravitic

Modes: Standard

Damage: 1d10+6

Range Penalty: -1 per 3 hexes

Fire Control: +2/+2/-1

Intercept Rating: -1

Rate of Fire: 1 per turn

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 Bolt

Class: Gravitic

Mode: Standard

Damage: 9

2 extra power: 12 damage

4 extra power: 15 damage

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

7-9: Gravitic Cannon

10-18: Forward Struct

19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Sth Thrust

5-6: Hangar

7-9: Graviton Pulsar

10: Gravitic Shield

11-18: Port/Sth Struct

19-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust

6-7: Jump Engine

8-9: Engine

10-18: Aft Struct

19-20: PRIMARY Hit

## PRIMARY HITS

1-9: Primary Struct

10-12: Shield Generator

13-14: Sensors

15-16: Hangar

17-19: Reactor

20: C &amp; C

## SPECIAL NOTES

Gravitic Drive System

Atmospheric Capable

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## HANGAR

18 Assault Shuttles

2 Shuttles: Thrust: 3

Armor: 0 Defense: 8/8


## GRAVITIC BOLT

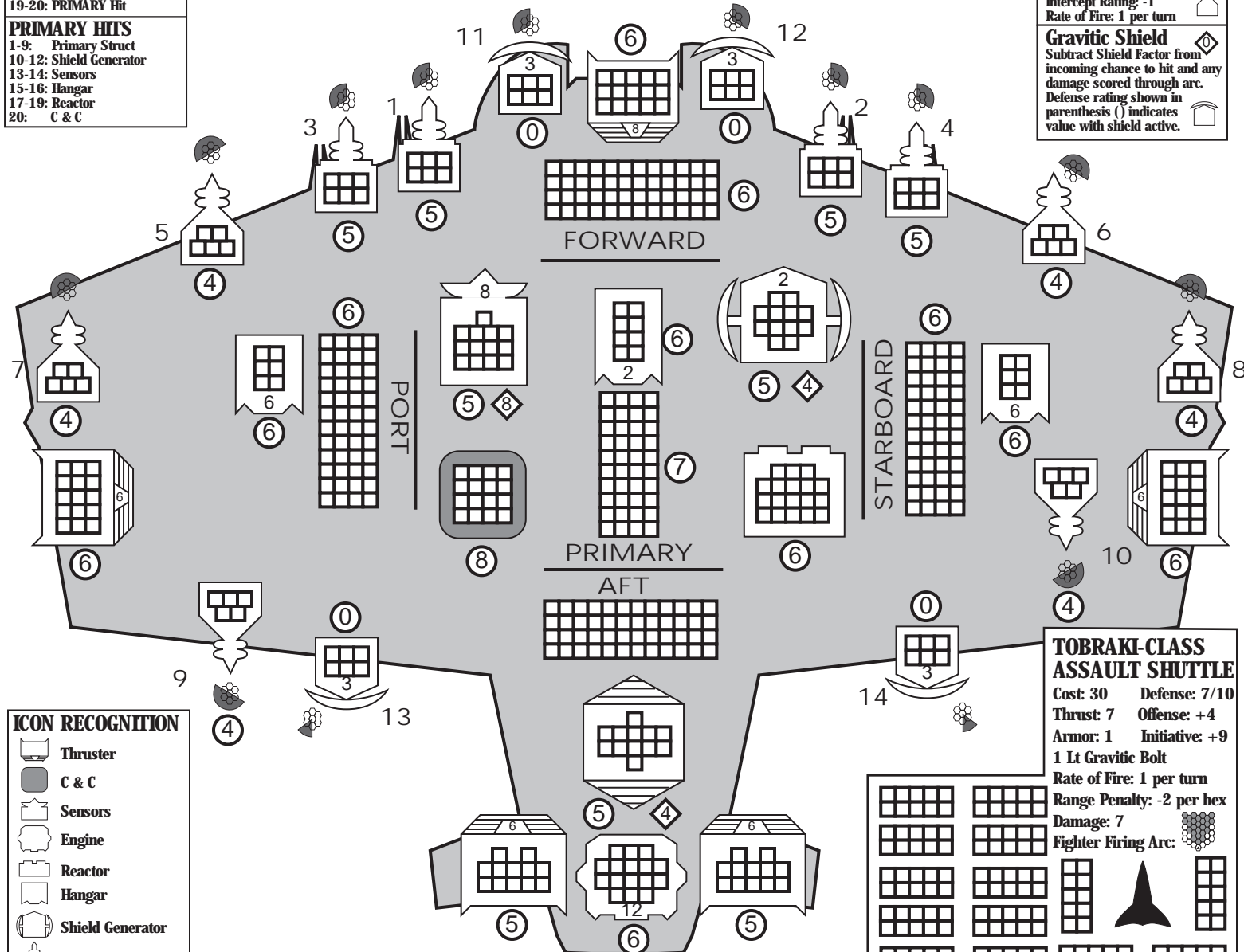
In scenarios set before

2250, replace all graviton

pulsars with gravitic

bolts, reducing the cost

of the ship by 60 points.



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Grav Cannon
- Graviton Pulsar
- Gravitic Shield

## TOBRAKI-CLASS ASSAULT SHUTTLE

Cost: 30 Defense: 7/10

Thrust: 7 Offense: +4

Armor: 1 Initiative: +9

1 Lt Gravitic Bolt

Rate of Fire: 1 per turn

Range Penalty: -2 per hex

Damage: 7

Fighter Firing Arc:

