



# Brakiri Kabrocta Assault Cruiser



## SPECS

Class: Capital Ship  
In Service: 2260  
Point Value: 750  
Ramming Factor: 230  
Jump Delay: 20 Turns

## MANEUVERING

Turn Cost: 3/4 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16 (14)  
Stb/Port Defense: 17 (15)  
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	3	4	5	6	6	7	8	9	9
Turn Delay	1	1	2	2	3	4	4	4	5	5	6	6

## 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

## 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

## 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

1-3: Retro Thrust  
4-6: Heavy Laser  
7-8: Graviton Pulsar  
9-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-3: Port/Stb Thrust  
4-6: Gravitic Shield  
7-8: Grav Cannon  
9-10: Graviton Pulsar  
11-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Graviton Pulsar  
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

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

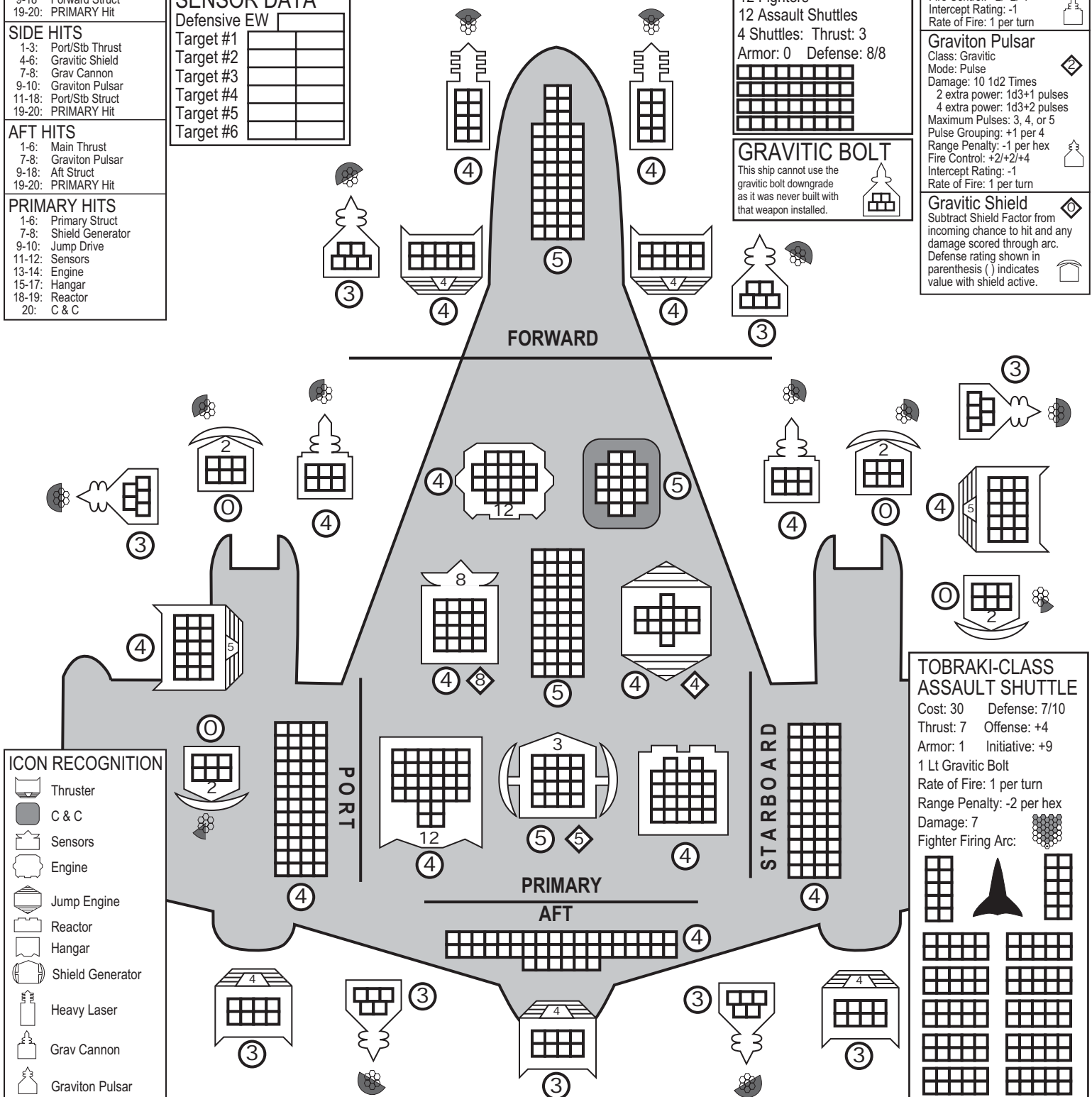
Target #6

## HANGAR

12 Fighters  
12 Assault Shuttles  
4 Shuttles: Thrust: 3  
Armor: 0 Defense: 8/8

## 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
- 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:

