



Brakiri Astarta Battle Cruiser

SPECS

Class: Capital Ship

In Service: 2230

Point Value: 630

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

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 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: Gravitic Cannon
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 & 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

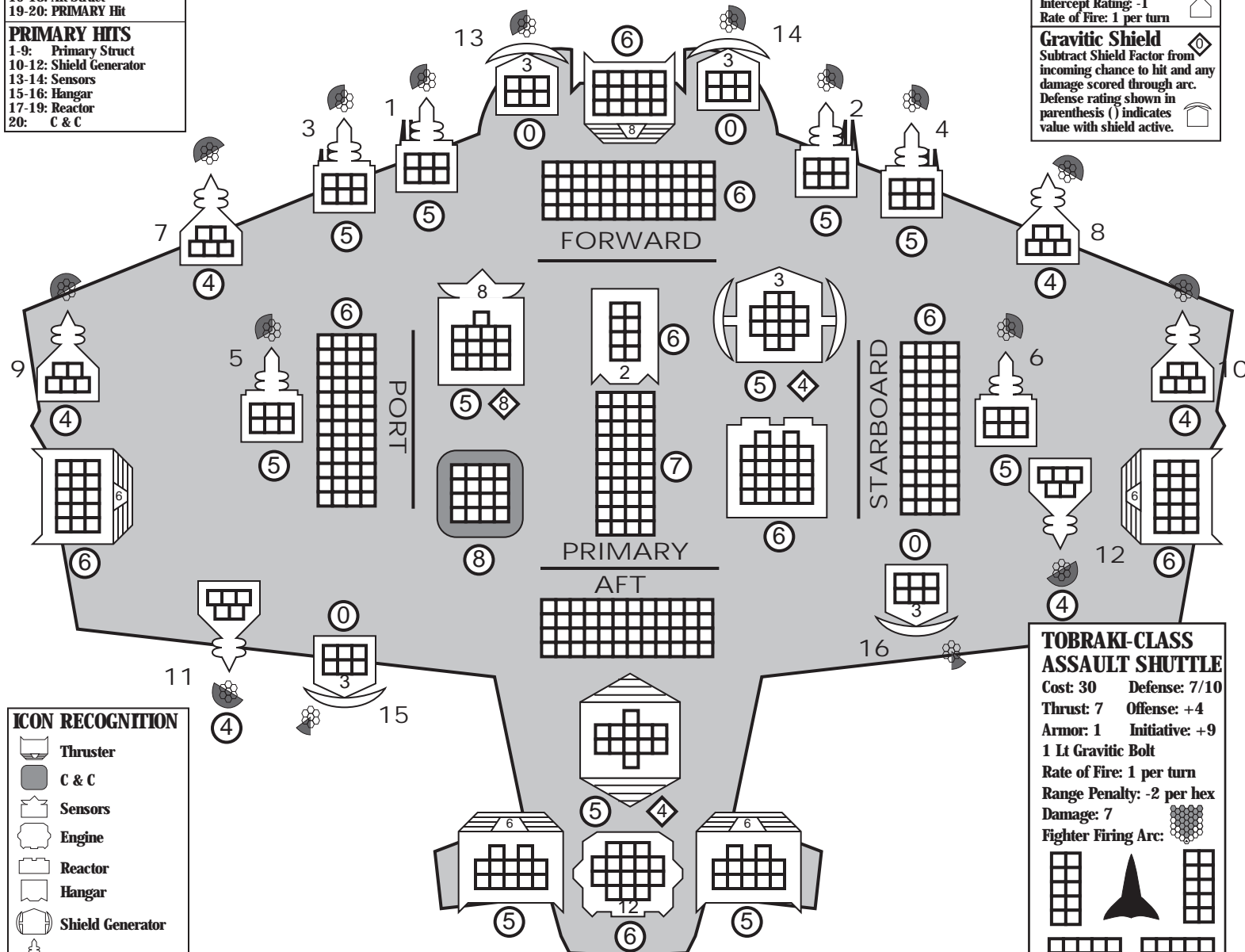
6 Assault Shuttles

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:

