



Brakiri Tasalta Light Cruiser



SPECS

Class: Capital Ship
In Service: 2257
Point Value:
Ramming Factor: 200
Jump Delay: 16 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15 (12)
Stb/Port Defense: 17 (14)
Engine Efficiency: 2/1
Extra Power: +4
Initiative Bonus: +2

WEAPON DATA

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

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.

FORWARD HITS
1-3:Retro Thrust
4-5:Gravitic Shield
6-8:Graviton Pulsar
9-18 Forward Struct
19-20:PRIMARY Hit

SIDE HITS
1-4:Port/Stb Thrust
5-6:Graviton Beam
7-8:Gravitic Pulsar
9-18:Port/Stb Struct
19-20:PRIMARY Hit

AFT HITS
1-5:Main Thrust
6-7:Gravitic Shield
8-9:Graviton Beam
10-11:Graviton Pulsar
12-18:Aft Struct
19-20:PRIMARY Hit

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

SPECIAL NOTES

Gravitic Drive System
Limited Deployment (33%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

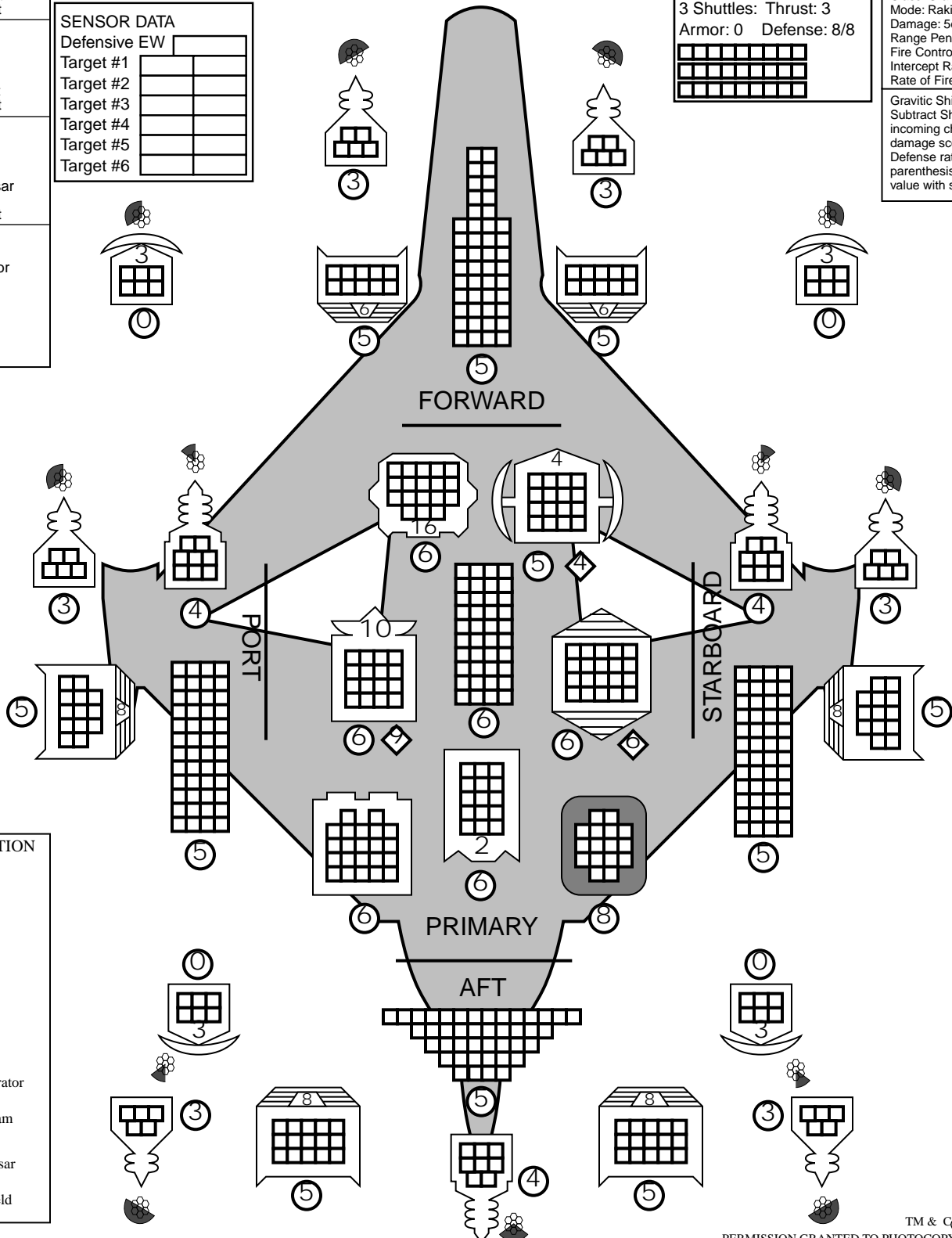
Target #6

HANGAR

12 Fighters

3 Shuttles: Thrust: 3

Armor: 0 Defense: 8/8



ICON RECOGNITION

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