

Avioki Variant (Uncommon)

Name: _____

Counter: _____

Brakiri Avioki Advanced Cruiser



SPECS

Class: Capital Ship
In Service: 2265
Point Value: 925
Ramming Factor: 210
Jump Delay: 28 Turns

MANEUVERING

Turn Cost: 1 x 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: 14
Stb/Port Defense: 18
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	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Adv.Graviton Pulsar
Class: Gravitic
Mode: Pulse
Damage: 10 1d3 Times
2 extra power: 1d4+1 pulses
4 extra power: 1d4+2 pulses
Maximum Pulses: 4, 5, or 6
Pulse Grouping: +1 per 4
Range Penalty: -1 per hex
Fire Control: +3/+3/+5
Intercept Rating: -2
Rate of Fire: 1/1 to 1/3 turns

Imp Graviton Beam
Class: Gravitic
Mode: Raking
Damage: 5d10+15
Range Penalty: -1 per 4 hexes
Fire Control: +5/+4/+1
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

HANGAR

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

FORWARD HITS

1-4: Retro Thrust
5-7: Adv. Graviton Pulsar
8-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-8: Imp. Graviton Beam
9-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Adv. Graviton Pulsar
10-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Ak-Habil Conglomerate
Gravitic Drive System
Common after 2271

SENSOR DATA

Defensive EW

Target #1

Target #2

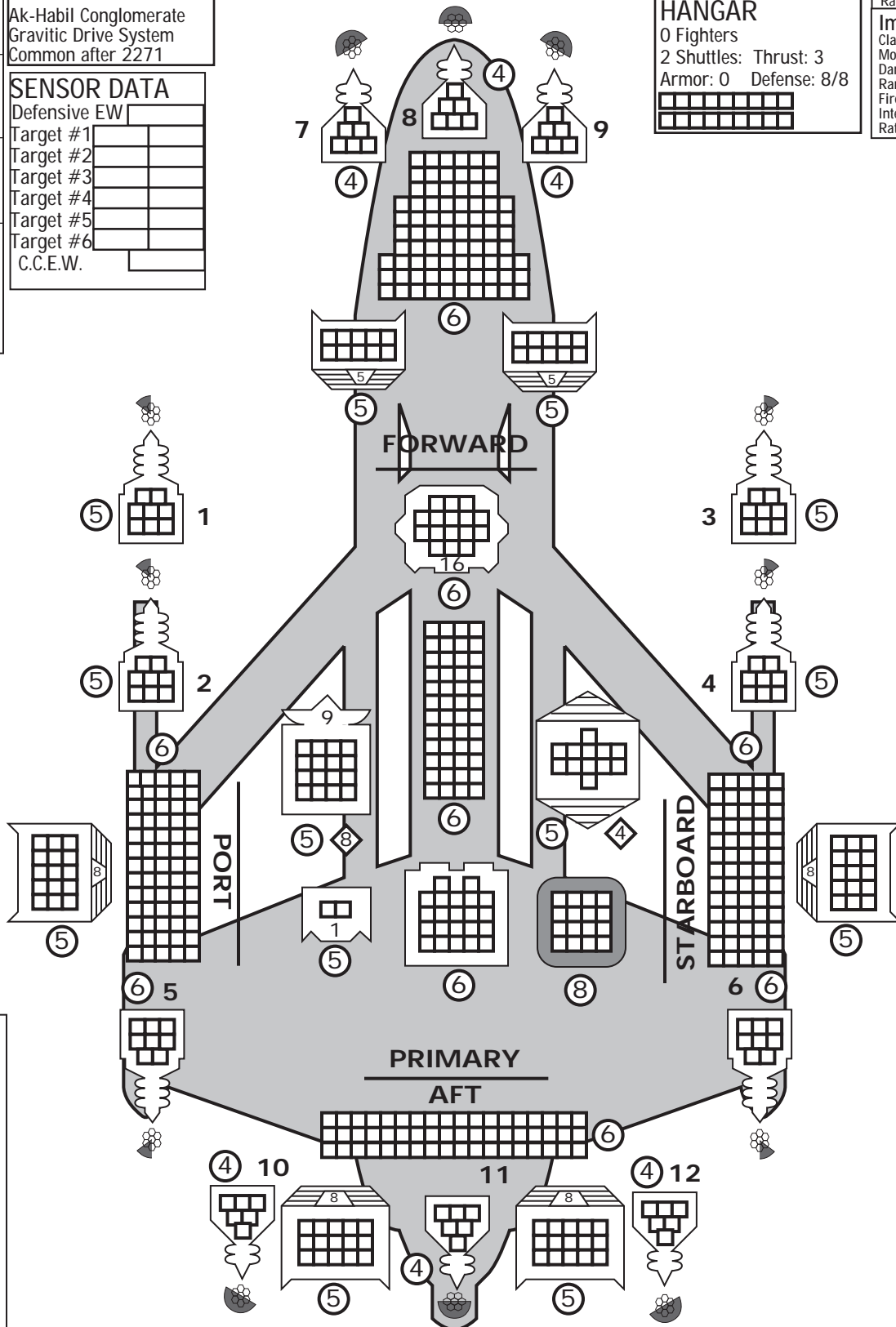
Target #3

Target #4

Target #5

Target #6

C.C.E.W.



ICON RECOGNITION

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