

Brakiri Corumai Dreadnought



SPECS

Class: Capital Ship
In Service: 2230
Point Value: 1050
Ramming Factor: 310
Jump Delay: 28 Turns

MANEUVERING

Turn Cost: 4/3 Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 5+5 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 18
Stb/Port Defense: 20
Engine Efficiency: 5/1
Power Shortage: -16
Initiative Penalty: -2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

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 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

FORWARD HITS

1-5: Retro Thrust
6-8: Graviton Pulsar
9-10: Graviton Beam
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-7: Graviton Beam
8-9: Graviton Pulsar
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Graviton Beam
10-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-11: Jump Drive
12-13: Sensors
14-15: Engine
16: Hangar
17-19: Reactor
20: C & C

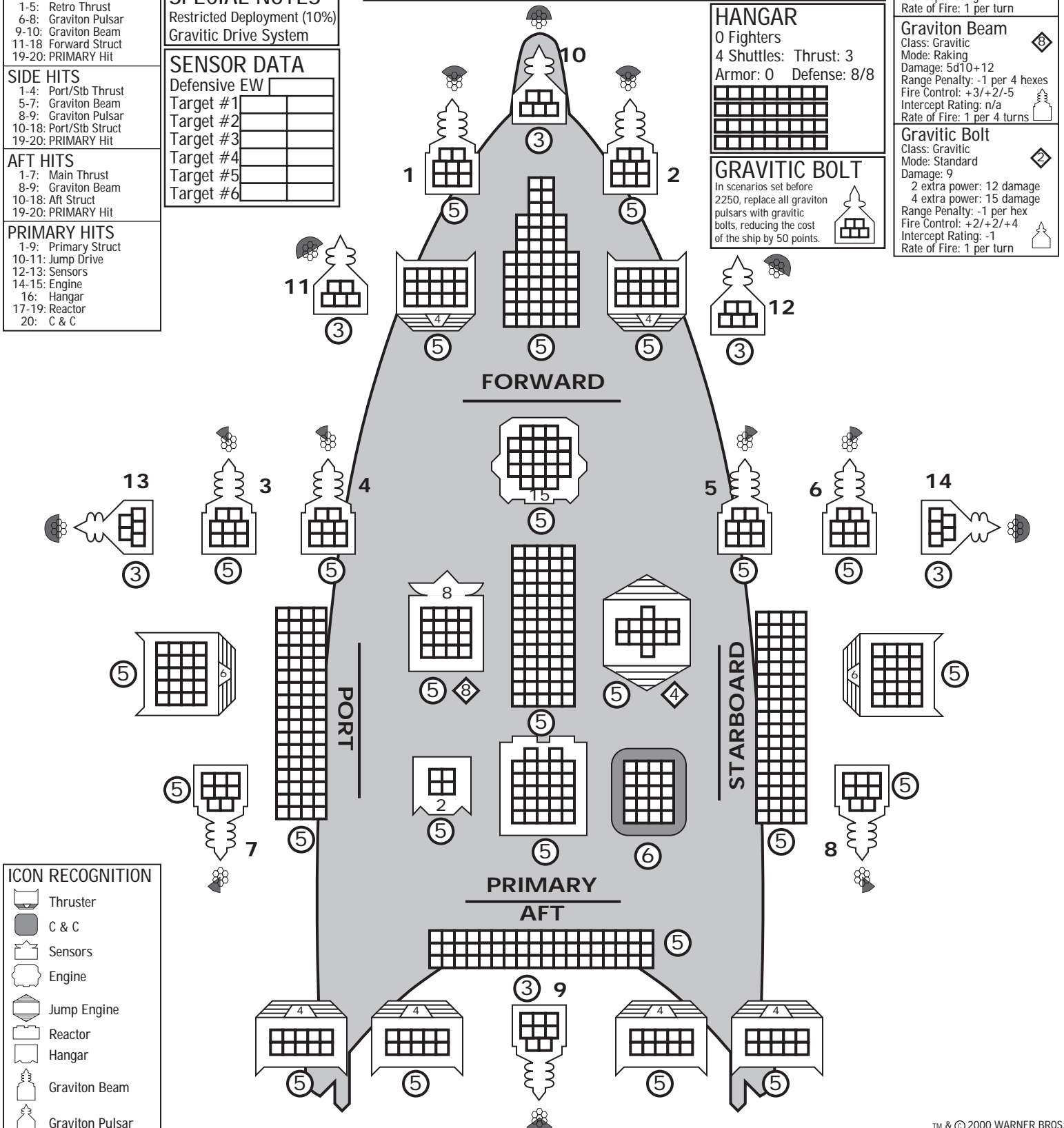
SPECIAL NOTES

Restricted Deployment (10%)
Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #6



ICON RECOGNITION

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