



Brakiri Calorta ELINT Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 2229
Point Value: 570
Ramming Factor: 140
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: +2
Initiative Bonus: +6

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

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

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

SIDE HITS

1-4: Port/Stb Thrust
5-10: Graviton Pulsar
11-18: Port/Stb Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-10: Fwd/Aft Thrust
11: Graviton Pulsar #7
12-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Limited Deployment (33%)
ELINT Ship
Gravitic Drive System
Atmospheric Capable
Special Hull Arrangement
(No Fwd/Aft Hits)

SENSOR DATA

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

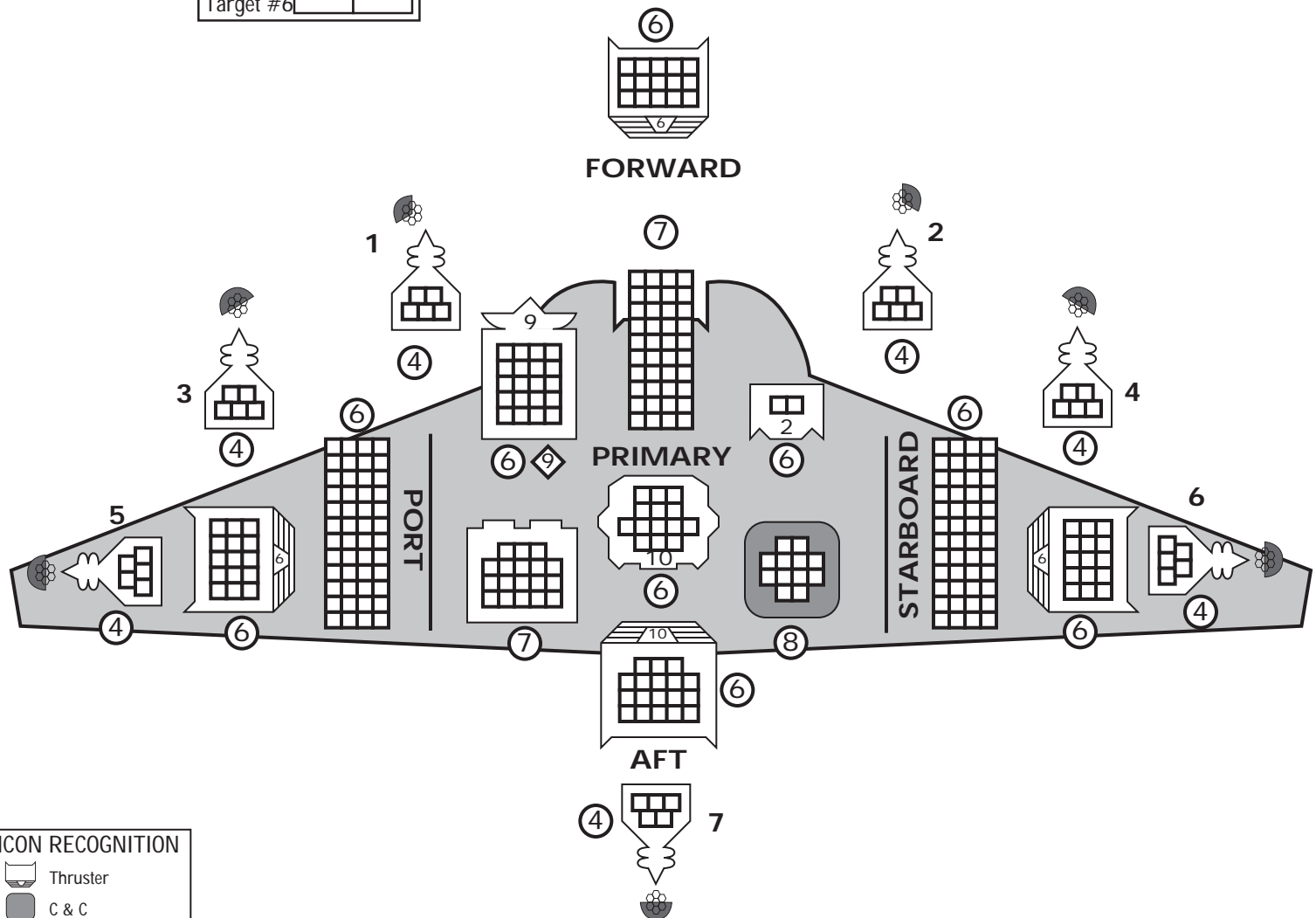
HANGAR

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 70 points.



ICON RECOGNITION

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