Brakiri Tolokat Fast Destroyer

Following the successful deployment of the Shakara (Y2251) and Tashkat (Y2252), Im-Rehsa Technologies began development of a heavy combat class vessel as the next logical step in their line of starship designs. Preliminary specifications called for a vessel predicated on a scaled down Tashkat Cruiser design. Initial armament would be two graviton beams and four graviton pulsars backed by solid armor and full shield coverage. A variant was also theorized in which the 2 graviton beams would be replaced by a single Gravitic Lance. Development proceeded quickly with initial construction of the prototype planned for 2255.

However, in 2254 the gravitic propulsions research group of Im-Rehsa successfully tested a new "Compressed Field Graviton Thruster" in the lab which theoretically opened the door to vastly improved thruster ratings. The Im-Rehsa executive board's response to this new promising technology was to halt the new HCV's design and production and issue a revised specification which called for the inclusion of the new compressed field graviton thrusters.

Unfortunately, the new thruster's move from the lab to operational deployment proved to be far more time consuming and difficult than was first appreciated. Scaling up the lab version to a starship rating was slow and torturous. Ultimately, size escalation relegated the new thruster to only main thruster use. All other maneuver thrusters would continue to use the original gravitic systems currently available. The delays and subsequent growth of the new thruster rapidly ate into the available room in the new HCV's design. As a result, the new "Tolokat's" original roll of standard fleet destroyer was re-imagined to that of fast raider. To take advantage of the new compressed field main thruster, designers managed to transplant the large and capable Tashkat engine into the new hull and backed it up with a reactor scaled up to provide even more power for the engine. As a result, the Tolokat original weapons suite was also revised. The slow arming and power hungry graviton beams were replaced by another new development, the Hvy Graviton Pulsar, a smaller but more flexible heavy weapon. Even this proved insufficient and two of the four graviton Pulsars were subsequently removed.

The result was the Tolokat Fast Destroyer, one of the most maneuverable and certainly fastest Heavy Combat Vessels in known space. Capable of running rings around most similarly sized vessels the Tolokat remains somewhat under armed and a bit fragile buts its effectiveness in a fast moving fight is undeniable.

Compressed Field Graviton Thruster

In simplest terms, the compressed field graviton thruster acts as magnifying glass to the gravity field generated by a normal gravitic thruster. Originally conceived to replace all thruster systems, current technology relegates its use to main thrusters only. In game terms a compressed field graviton thruster has no thrust rating and behaves in a manner similar to Ipsha thrusters. However, an unfortunate side effect is that, unlike most gravitic drive systems, an actual point of emission is needed creating what might appear at first glance to be a normal reaction thruster flare. In fact, the gravitic field is so strong at the point of emission that the thruster can not be easily buried in armor resulting in a large and exposed emission area. As a result, incoming fire which hits this thruster from the aft 60° hits the thruster directly and ignores all armor (though not shielding).

Some scientist have theorized that the Vorlons use a similar method which may explains the presence of thruster flares on their ships. However, since Vorlon thrusters seem to be fully armored they have either managed to solve the emission problem or the scientists' theories are completely off base (the Vorlons have thus far not bothered to resolve the conflict).

Heavy Graviton Pulsar

A scaled up Graviton Pulsar, the Hvy Graviton Pulsar's development was slowed by the difficultly in generating a rapid series of larger gravitic bolts that remained stable over longer ranges. First appearing on the Tolokat Fast Destroyer, the Hvy Graviton Pulsar is currently restricted to Im-Rehsa use only. However, it is highly likely that Im-Rehsa will ultimately sell the technology to other corporations or other corporation will also successful upgrade their own Graviton Pulsars.

In most manners, the Hvy Graviton Pulsar is identical to the smaller Graviton Pulsar. It can be provided extra power to produce more pulses which results in a period of cooldown and like the Graviton Pulsar, if the highest charging level is used there is a chance overload and subsequent critical (see Graviton Pulsar for additional rules).

Version 1: 2E/RLB

Im•Rehsa Technologies Name:_____ Counter:_____

Brakiri Tolokat Fast Destroyer

BABYLON 5 WARS 2ND EDITION

SPECS
Class: Hvy Combat Vsl
In Service: 2260
Point Value: ???
Ramming Value: 120
Jump Delay: N/A

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

COMBAT STATS
Fwd/Aft Defense: 13 (10)
Stb/Port Defense: 16 (13)
Engine Efficiency: 2/1
Extra Power: +8
Initiative Bonus: +8

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

Hvy Graviton Pulsar
Class: Gravitic
Modes: Pulse
Damage: 14 1d2 times
4 extra power: 1d3+1 pulses
8 extra power: 1d3+2 pulses
Maximum Pulses: 3, 4 or 5
Pulse Grouping: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+2
Intercept Rating: -1
Rate of Fire: 1 per turn

Graviton Pulsar
Class: Gravitic
Modes: 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 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.

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

SPECIAL NOTES
Limited Deployment (33%)
Compress Field Graviton Main Thruster

SENSOR DATA
Defensive EW

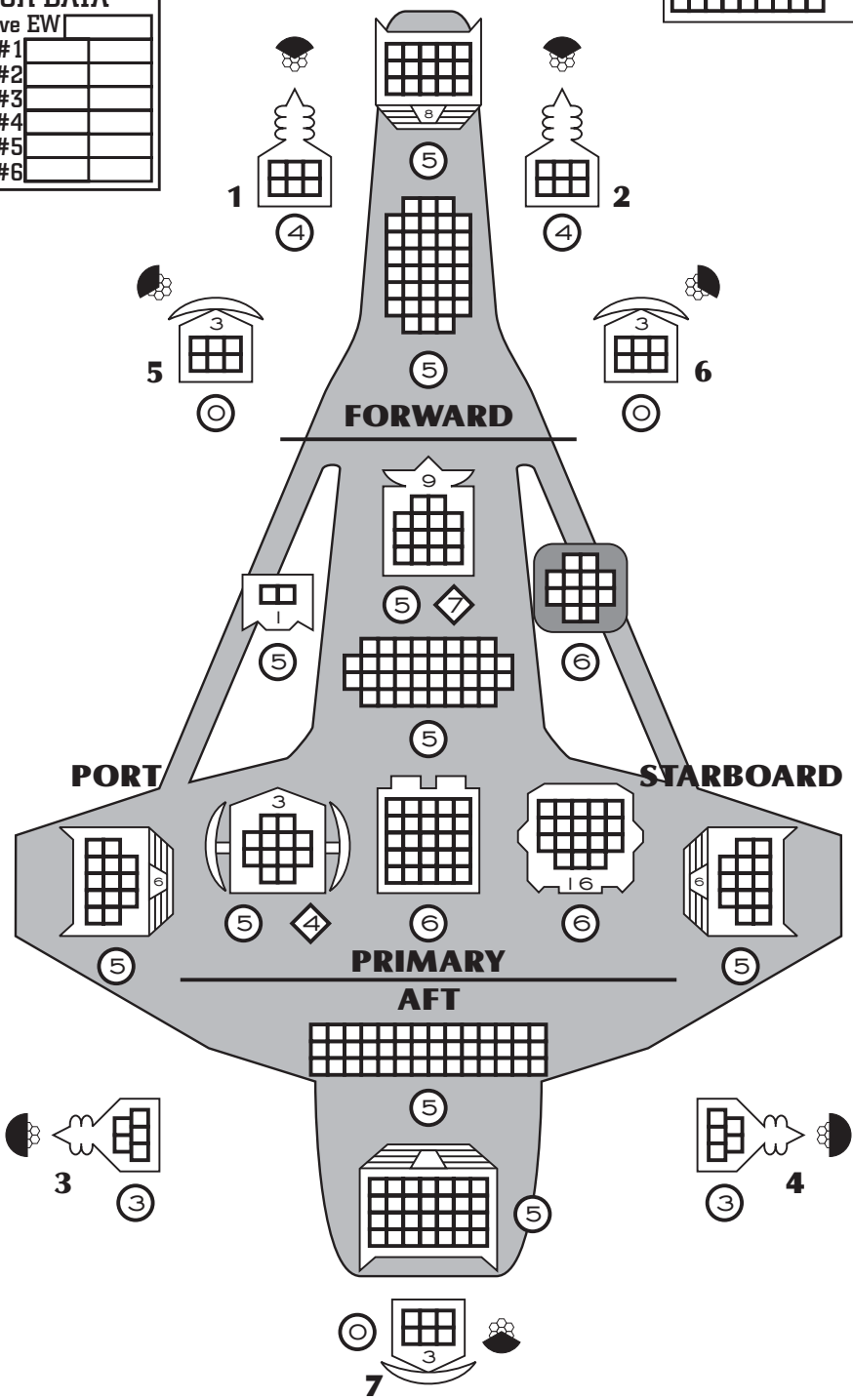
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

FORWARD HITS
1-5: Retro Thrust
6-9: Hvy Graviton Pulsar
10-11: Gravitic Shield
12-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS
1-7: Main Thrust
8-9: Graviton Pulsar
10: Gravitic Shield
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Structure
9-10: Port/Strb Thrust
11-12: Shield Generator
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL RULES: On any Main Thruster hit that originates from the aft 60° arc ignores all Main Thruster armor. Shield reduction is still implemented.



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Shield Generator
Hvy Graviton Pulsar
Graviton Pulsar
Gravitic Shield