



Brakiri Kabrik Police Ship

SPECS

Class: Medium Ship
In Service: 2241
Point Value: 350
Ramming Factor: 50
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 13
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +12

WEAPON DATA

Grav Cannon

Class: Gravitic
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per 3 hexes
Fire Control: +2/+2/-1
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

FORWARD HITS

1-4: Retro Thrust
5-6: Grav Cannon
7-10: Gravitic Bolt
11-16: Structure
17-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Gravitic Bolt
9-16: Structure
17-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-11: Sensors
12-14: Engine
15: Hangar
16-18: Reactor
19-20: C & C

SPECIAL NOTES

Gravitic Drive System
Agile Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

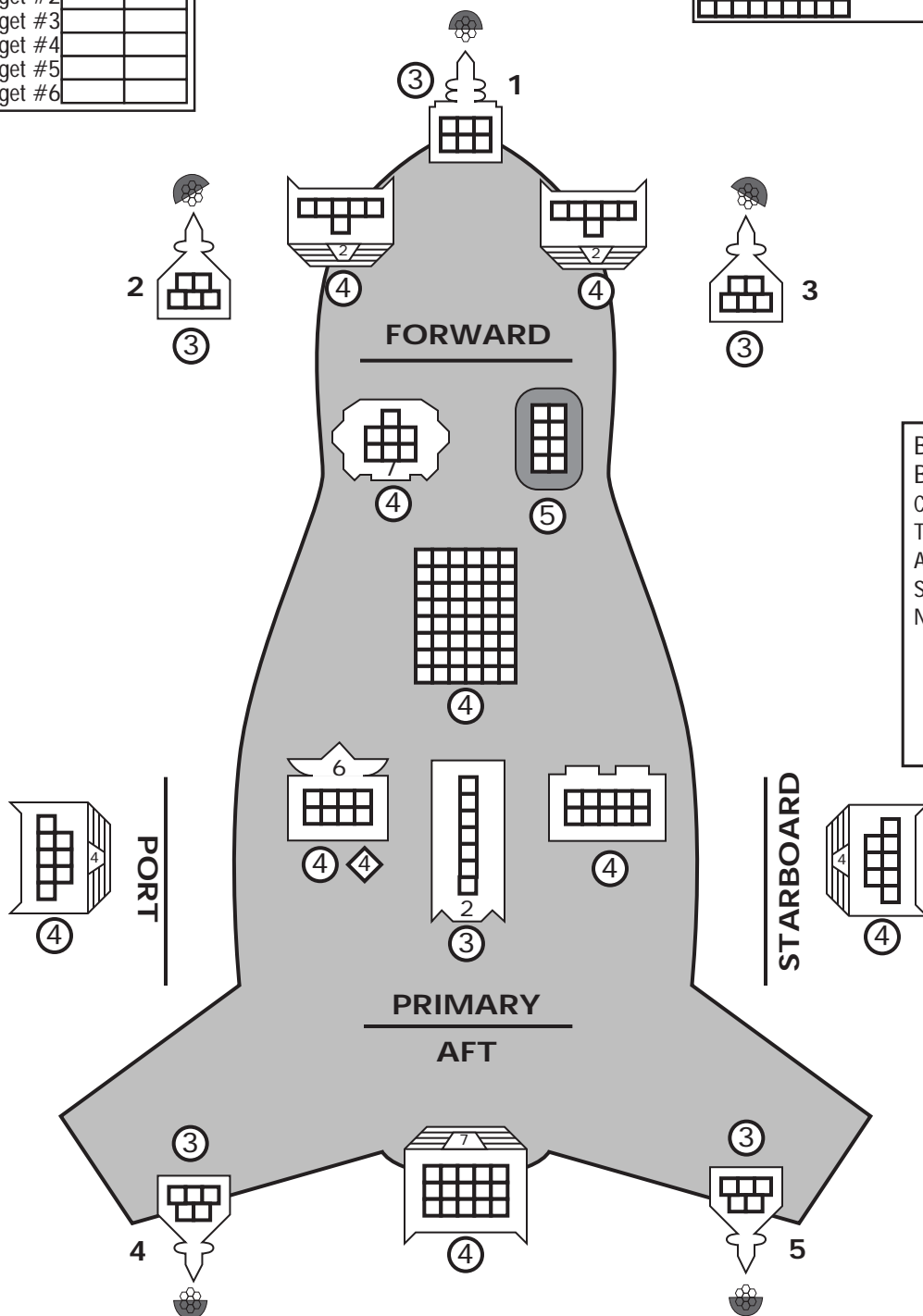
0 Fighters

4 Assault Shuttles

2 Breaching Pods

1 Shuttle: Thrust: 3

Armor: 0 Defense: 8/8



BRAKIRI PRI-THEMAT BREACHING POD

Cost: 42 Defense: 7/10
Thrust: 7 Offense: 0
Armor: 2 Initiative: +9
Special: Gravitic Drive
No Weapons



TAKALA BATTLE ASSAULT SHUTTLE

Cost: 50 Defense: 8/9
Thrust: 9 Offense: +4
Armor: 1 Initiative: +9
2 Light Gravitic Bolts
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 7
Fighter Firing Arc:



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Grav Cannon
- Graviton Bolt