

Version 2: 2E/SF2

Name: _____

Counter: _____

Brakiri Brathon Auxiliary Cruiser



SPECS

Class: Capital Ship
In Service: 2230
Point Value: 325
Ramming Factor: 200
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 13
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: 0

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

WEAPON DATA

Gravitic Cutter

Class: Gravitic
Modes: Raking
Damage: 2d10+8 R(6)
5 extra power: 3d10+10 R(8)
Range Penalty: -1 per 2 hexes
Fire Control: +4/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns.
1 turn cooldown if extra power added.

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

1-5: Gravitic Bolt
6-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-3: Retro Thrust
4-7: Port/Stb Thrust
8-9: Main Thrust
10-12: Gravitic Cutter
13-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-4: Gravitic Bolt
5-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-12: Primary Struct
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Gravitic Drive System
Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

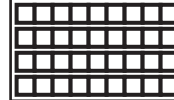
Target #6

HANGAR

0 Fighters

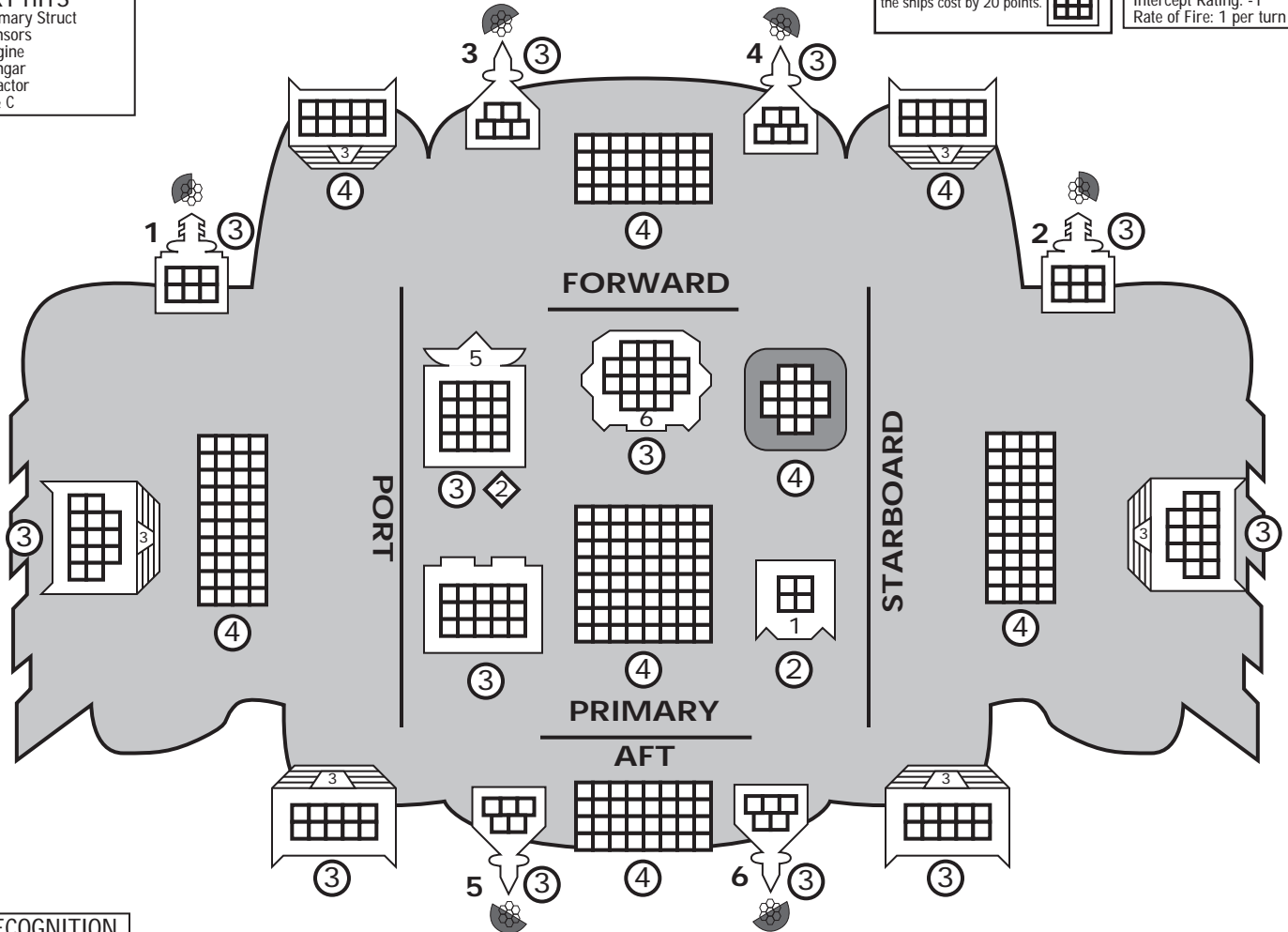
4 Shuttles: Thrust: 3

Armor: 0 Defense: 8/8



GRAV CANNON

For non-Kam-Lassit ships
replace gravitic cutters with
grav cannons and increase
the ships cost by 20 points.



ICON RECOGNITION



Thruster



C & C



Sensors



Engine



Reactor



Hangar



Gravitic Cutter



Gravitic Bolt