

# Brakiri Tamunchkat Battleship

## SPECS

Class: Capital Ship  
In Service: 2263  
Point Value:  
Ramming Factor: 200  
Jump Delay: 16 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 6 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 17 (13)  
Stb/Port Defense: 19 (15)  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +2

## WEAPON DATA

Gravitic Shifter  
Class: Gravitic  
Effect: Turns target  
Damage: None  
Range Penalty: -1 per hex  
Fire Control: +5/+3/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

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 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.

**FORWARD BITS**  
1-3 Retro Thrust  
4 Gravitic Shield  
5-6 Graviton Pulsar  
7-8 Graviton Beam  
9-10 Grav Cannon  
11 Gravitic Shifter  
12-18 Forward Struct  
19-20 PRIMARY Hit

**SIDE HITS**  
1-3 Port/Stb Thrust  
4-7 Graviton Beam  
8-9 Grav Cannon  
10 Grav Pulsar  
11 Gravitic Shifter  
12-18 Port/Stb Struct  
19-20 PRIMARY Hit

**AFT HITS**  
1-5 Main Thrust  
6 Gravitic Shield  
7-9 Graviton Beam  
10-11 Graviton Pulsar  
12 Grav Shifter  
13-18 Aft Struct  
19-20 PRIMARY Hit

**PRIMARY HITS**  
1-6 Primary Struct  
7-8 Shield Generator  
9-10 Jump Drive  
11-12 Sensors  
13-15 Engine  
16-17 Hangar  
18-19 Reactor  
20 C & C

## SPECIAL NOTES

Gravitic Drive System  
Limited Deployment (33%)

## SENSOR DATA

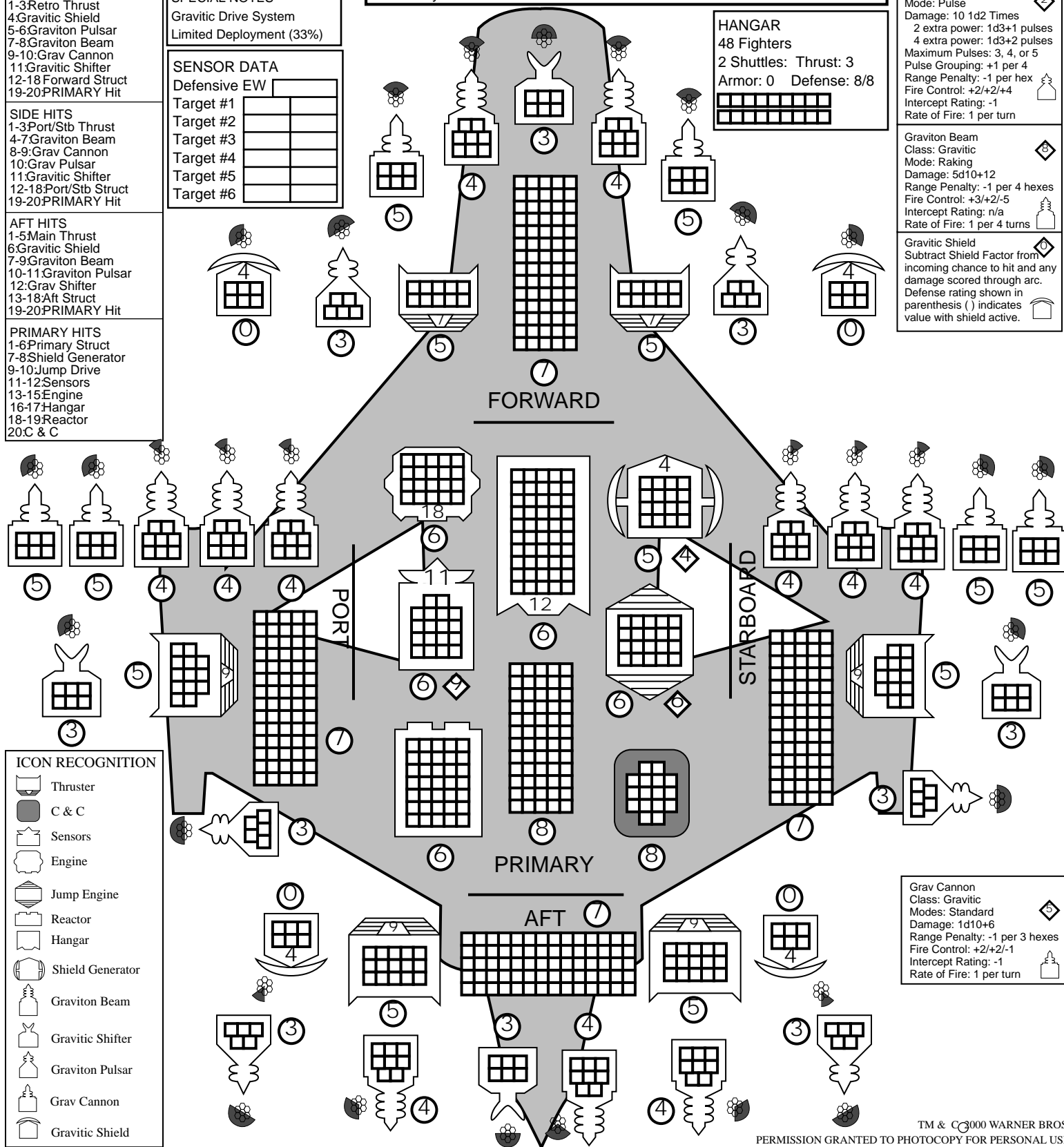
Defensive EW

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

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

## HANGAR

48 Fighters  
2 Shuttles: Thrust: 3  
Armor: 0 Defense: 8/8



## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Shield Generator
- Graviton Beam
- Gravitic Shifter
- Graviton Pulsar
- Grav Cannon
- Gravitic Shield

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