



# Brakiri Rakarta Patrol Frigate AA

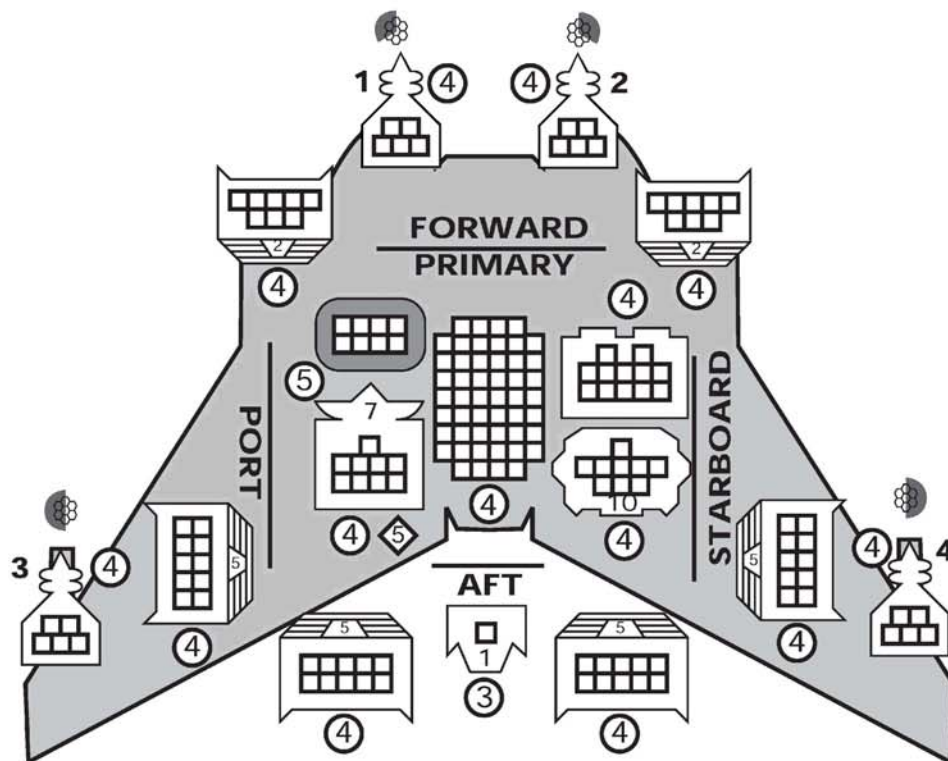
SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 11
In Service: 2236	Turn Delay: 1/2 Speed	Stb/Port Defense: 13
Point Value: 375	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 120	Pivot Cost: 2+2 Thrust	Extra Power: +1 4
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +12
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
<b>Graviton Pulsar</b>
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
<b>Gravitic Bolt</b>
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

<b>FORWARD HITS</b>
1-4: Retro Thrust
5-8: Graviton Pulsar
9-10: Graviton Pulsar
11-17: Structure
18-20: PRIMARY Hit
<b>AFT HITS</b>
1-6: Main Thrust
7-8: Hangar
9-17: Structure
18-20: PRIMARY Hit
<b>PRIMARY HITS</b>
1-8: Port/Stb Thrust
9-11: Sensors
12-14: Engine
15: Hangar
16-18: Reactor
19-20: C & C

<b>SPECIAL NOTES</b>
Gravitic Drive System
Atmospheric Capable
<b>SENSOR DATA</b>
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

<b>HANGAR</b>
0 Fighters
1 Shuttle: Thrust: 3
Armor: 0 Defense: 8/8
<b>GRAVITIC BOLT</b>
In scenarios set before 2250, replace all graviton pulsars with gravitic bolts, reducing the cost of the ship by 20 points.



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Graviton Pulsar