

Brakiri Mearkat Corvette/Test Bed Line

The Offer

In Y2233, agents representing Im-Rehsa Technologies approached a number of senior board members with Tor-Sikar Logtech with an offer to buy a number of new construction hulls based on Tor-Sikar's Hakara Courier. The offer seemed nothing short of miraculous since, at the time, Tor-Sikar was teetering on the brink of bankruptcy.

Since the conclusion of the Dilgar War, Tor-Sikar sales, which were primarily focused on lightweight cargo and courier class vessels, had remained essentially zero. The government and the other domestic corporations, still picking up the pieces from the war, were uninterested in Tor-Sikar's series of small cargo priority vessels. Instead, all of their available resources were being spent on new warship construction and the much larger bulk freighters needed to import badly needed supplies and equipment. Considering the losses incurred during the war itself, the ongoing lack of sales limited Tor-Sikar's ability to penetrate the large freighter market. The large and very lucrative offer made by the Im-Rehsa representatives would not only restore solvency, but would provide working capital to break into the large freighter market.

There was only one problem, and a decidedly delicate one at that. Amongst the various corporations on Brakiri, there was an unwritten rule that no corporation would provide Im-Rehsa Technologies access to ship construction and ship hulls beyond those few needed to prototype new weapon systems, and then only under the strictest of controlled environments. Most corporations already considered Im-Rehsa Technologies a dominant force by virtue of its weapons research activities and near monopolistic understanding of gravitic technology. The two largest ship building interests, the mega- corporations of Ak-Habil Conglomerate and Ly-Nakir Industries were particularly concerned with the idea of Im-Rehsa competing with them in ship construction and both had made it perfectly clear to all of the smaller construction companies that providing such abilities and support to Im-Rehsa would be a VERY bad idea.

But Tor-Sikar was desperate and as many board members pointed out, both Ak-Habil and Ly-Nakir had been greatly weakened by the war and both were now far less capable of making good their earlier implied threats. Ly-Nakir in particular, was itself purchasing Ikorta hulls from Pri-Wakat Concepts & Solutions and was rumored to be negotiating with Ak-Habil about a Corumai hull. More amazingly, Ly-Nakir, despite its very public campaign to monopolize fighter development and deployment was selling the older Folshot series of fighters to Kam-Lassit Enterprises. And both Ak-Habil and Ly-Nakir were still forced to rely on auxiliaries such as the Bashnar Carrier and Brathon Cruiser to meet much of their fleet needs. If there was ever a time to defy the implied edicts of these two corporations, it was now.

Despite these realizations, Tor-Sikar's executive board still voted to decline the offer. However, a few weeks later, a second offer was tendered which included a clause whereby Pri-Wakat would be contracted by Im-Rehsa to protect Tor-Sikar interests. This latest offer, coupled with a few well-placed bribes, initiated a second vote, the result of which reversed the previous vote and instead accepted the latest offer.

The New from the Old

With the contract was in place, Im-Rehsa immediately began requesting a number of design changes to the Hakara's basic hull form. Most of the changes requested were clearly designed to transition the Hakara from a light freighter to a light warship. Disturbingly, some of the requests implied an intimate knowledge of Hakara hull's basic design. In particular were hull form modifications that had some engineers within Tor-Sikar convinced that Im-Rehsa intended to install gravitic shields on the new design. Tor-Sikar management worried that the company had been heavily infiltrated by Im-Rehsa operatives and instituted a number of security upgrades and, in a wholly Tor-Sikar funded contract, had Pri-Wakat sweep their operations for potential leaks. The subsequent security sweeps found no Im-Rehsa activities beyond those specified in the original contract. The answer to Im-Rehsa's apparent Hakara expertise was actually quite simple. Im-Rehsa already had in their possession a number Hakara's purchased from other small companies in the years prior to their approaching Tor-Sikar. By disassembling and inspecting a few, Im-Rehsa engineers were able to make the necessary design change requests.

The first modified hull was delivered, in secret, to Im-Rehsa in Y2235. The heavily modified hull was provided without weapons or reactor systems, as specified by Im-Rehsa, leaving Tor-Sikar guessing as to the final weapon suite that would be provided. Im-Rehsa provided little in the way of additional details, and simply accepted delivery while increasing their order for additional hulls. With this first delivery, Tor-Sikar officially violated the unwritten agreement against providing Im-Rehsa with ships. Its executives, now emboldened or resigned to this fact, now decided to sell additional Hakara hulls to other somewhat taboo organizations, namely the chadis organizations collectively known as the shokhan. Unwilling to risk Im-Rehsa's wrath by selling the Im-Rehsa contracted hull, Tor-Sikar instead sold the base Hakara hull to the shokhan. However, in

a transparent attempt to create deniability, Tor-Sikar agents made it clear to the chadis leaders that there would be no customization of the purchased hulls or any future support of said hulls. Tor-Sikar would sell Hakara's hulls with no questions asked, leaving their use and any subsequent modifications in the hand of the shokhan.

Between Im-Rehsa's advance money and the subsequent influx of additional revenue from the shokhan, Tor-Sikar was able to buy a number of war-damaged Avioki's from Ak-Habil. Stripped of their weapons, the battered Avioki's retained their jump engines and Tor-Sikar wasted little time converting them to the large, jump capable Batrado Armed Transport. Tor-Sikar was now clearly running in the black and now with the ability to compete in the lucrative bulk transportation markets, its profit margins were expected to rise.

Im-Rehsa's New Toy

The modified hull provided by Tor-Sikar, while improved over its older Hakara sibling, would never be confused with a modern medium warship. In terms of acceleration and maneuverability, the new ship tended to behave more as capital ships than a medium ships. However, the new hull provided far more internal space than a typical medium ship, opening up numerous growth opportunities for the coming future. But most important reality was that the basic Hakara hull, and Tor-Sikar in general, were largely overlooked by the larger corporations. This disinterest provided Im-Rehsa with its first real opportunity to acquire a naval presence without being countered by major opposition.

The first few hulls delivered by Tor-Sikar were immediately disassembled to provide a better understanding of the design and modification processes used by the Tor-Sikar naval architects and engineers. Subsequent hulls were quickly outfitted as light corvettes and equipped with a pair of Grav Cannons backed by four Gravitic Bolts and full coverage gravitic shielding. These first additions to the Im-Rehsa defense force were dubbed Mearkat Corvettes and would be used to train the first cadres of ships officers and crews.

Both Tor-Sikar and Im-Rehsa expended considerable efforts towards keeping the ongoing business arrangement secret in the hopes of prolonging the contract and minimizing the impact when the secret final got out. Im-Rehsa in particular, tightened its business activities with Ak-Habil by providing additional discount weapons sales to the rebuilding mega-corp. Unfortunately, relations with between Im-Rehsa and Ly-Nakir remained as sour as ever, with both corporations convinced of the others duplicity in acquiring supposed "proprietary" technology.

The KAT Out of the Bag

In Y2238, an Ak-Habil Avioki Cruiser chased down what it thought was a shokhan Rava Privateer that had been recently raiding a remote Ak-Habil mining concern. By pure coincident, the Avioki had actually encountered an Im-Rehsa Mearkat Corvette as it transited through the system. Before shots could be fired, the Mearkat's captain contacted the Avioki and explained his position. His ships presence, nay very existence, came as quite a shock to the Avioki captain who wasted little time in reporting to his superiors.

Both Ak-Habil and Ly-Nakir were incensed at the thought of competing with future Im-Rehsa shipping. Unwilling to directly confront Im-Rehsa, both quickly turned on Tor-Sikar for breaking the implied covenant against Im-Rehsa ship support. What they found was a company ready, if provoked, to fight back that was flush with a large war chest of cash backed by a comprehensive security system that was administered by Pri-Wakat. In their post-war weakened condition neither corporation was willing to risk a direct clash. Ly-Nakir, the more weakened of the two mega-corps, went to the Krona seeking a legislative solution but was rebuffed on the grounds that nothing illegal had occurred. Ak-Habil briefly considered joining Ly-Nakir in lodging the complaint with the Krona but was handicapped by a number of economic realities. First, Im-Rehsa was currently providing them with weapon systems at a significant discount. And second, Tor-Sikar was buying up every old, war-torn Avioki hull currently available and had made recent requests for new construction Avioki hulls. While not as badly injured during the war as Ly-Nakir, the bulk of Ak-Habil's pre-war forces had been gutted as had most of their orbital facilities. The incoming credits were ultimately deemed to valuable and Ak-Habil was forced to quietly step aside, leaving Ly-Nakir to alone face the rejection of the Krona.

With the cat out of the bag, so to speak, and both Ak-Habil and Ly-Nakir unable to counter, Im-Rehsa began the move towards creating its own ship building facilities. In a placating gesture, offers were made to Tor-Sikar, Ak-Habil and Ly-Nakir to assist in the construction of the new shipyard facilities. Only Ly-Nakir refused the offer and instead initiated a series of business deals with a relatively new race known as the Gaim. While the shipyard took form, Im-Rehsa purchased construction rights to the Mearkat hull from Tor-Sikar, though they continued to purchase additional hulls from Tor-Sikar. By Y2240, Im-Rehsa was constructing its own Mearkats in its own shipyard, even as its engineers prepared to roll out a number of new weapon systems and its new naval architects began work on new, from-scratch ship hull designs.

Early Test Beds

In the years prior to the Mearkat, the final weapon qualification tests required the services of a 2nd party who supplied a ship hull for modification and follow-on field testing. This meant that prized state of the art systems, even under the tightest security, were often open to scrutiny by potentially competing interests. It also meant that failures, both minor and catastrophic, were often public knowledge and any resulting damage to the testing ship was usually charged to Im-Rehsa. With the Mearkat and its relatively spacious hull form, all future weapons tests could be kept away from prying eyes until Im-Rehsa offered these weapons for sale.

Im-Rehsa's first new weapon system following the Dilgar War was the Gravitic Shifter. The Shifter was intended to cause confusion within opposing fleets and minimize the alpha strike potential of attacking vessels by forcing said units to new headings by means of controlled gravity waves. In Y2248, Im-Rehsa replaced the Mearkat's Grav Cannons with two of the new Gravity Shifters in a relatively simple weapon system swap. A pair of Mearkasa Shifter Corvettes were initially modified and these units were used to smooth out some of the Shifters initial bugs. Additional Mearkasa would enter service, once Im-Rehsa's new orbital shipyard entered full-scale service in Y2250. That same year Im-Rehsa took possession of its last Tor-Sikar constructed Mearkat, officially ending its alliance with that company.

Interestingly, the Mearkat also served as a test bed for the Graviton Pulsar though, unlike all other Mearkat test bed no official class name was applied. The Graviton Pulsar resulted from studies of captured Dilgar Pulsar weapons that were then adapted to gravitic technology. The weapon was deliberately sized to be a perfect replacement to the Gravitic Bolt currently used on every Brakiri ship. Im-Rehsa began replacing the Mearkat's Gravitic Bolts with Graviton Pulsars in Y2249. Once the new of the new weapons existence, the various other corporations petitioned the Krona for access to the new weapon citing the fact that it was obviously based on captured Dilgar technology. The Krona agreed, and indicated that Im-Rehsa would have to make the weapon available to the other corporations. Im-Rehsa quickly agreed, and in Y2250 sold the technology, at cost, to the other corporations in the hopes of garnering further goodwill. Even Ly-Nakir chose to purchase the Graviton Pulsar technology though they continued to harbor significant ill will towards Im-Rehsa.

Extreme Test Bed

In Y2251, Im-Rehsa completed work on a new Mearkat test bed, the Mearkava Lance Corvette. The new corvette featured an entirely rebuilt frontal section which in turn housed the largest weapon system designed to date, the Gravitic Lance. The huge weapon necessitated a complete removal of all forward weapons, a downsizing of the retro thrust system and the conversion from the current axial form of gravitic shielding to a longitudinal form. Even with all of these changes the weapon remained as tight fit. The Gravitic Lance's immense power demands necessitated the further removal of the aft pulsar to finally balance the power needs to the reactor's output. The results were uninspiring to say the least. The new shield arrangement necessitated a reduction in shield strength. There was only a single pulsar left besides the Lance and the Gravitic Lance itself had a nasty tendency to misfire. In the end, the engineer's solution to the weapon's misfire problems increased the size of the weapon to the point where it would no longer fit on the Mearkat hull. The Gravitic Lance would have to wait for the completion of the forthcoming Tashkat hulls in Y2252. As a result only the single original Mearkava would ever be constructed.

A Different Kind of Kat

In Y2254, Ly-Nakir began rapidly deploying their new Brokados Battle Carrier. Equipped with no less than four of the newly purchased heavy lasers, the Brokados could also field two squadrons of heavy fighters. It was clear to all that Ly-Nakir was rapidly regaining its original strength but unlike years past, its carriers now mounted a significant direct strike ability. For Im-Rehsa, Ly-Nakir remained an especially bitter competitor, one that was quite willing to instigate incidents in deep space. And while Im-Rehsa was confident that its Tolokat Advanced Cruiser could easily match that Brokados in a ship-to-ship confrontation, the additional fighters fielded by the Ly-Nakir carrier was a significant worry. To counter the fighters, Im-Rehsa began modifying a number of Mearkats to enhance their escort abilities. To expedite the refit, Im-Rehsa engineers chose to simply replace the Grav Cannons with Graviton Pulsars and add a slightly improved reactor system. While the new Mearkest Escort Corvette had fewer Pulsars than the similarly tasked Ak-Habil Halik Fighter-Killer, the spare power available to the Mearkest gave its Pulsars more options. The results were very favorable and follow-up production and refits quickly increased the new escorts numbers.

Late Test Beds

In early Y2256, Ak-Habil approached Im-Rehsa with a request for aid in developing a slightly modified Graviton Beam such that a pair of these weapons could be then mounted in the nose of a Halik Fighter-Killer. Ak-Habil noted that the nose of the Halik was very similar to that of the Mearkat, and offer up a proposal for a tailored collaboration between Im-Rehsa and Ak-Habil to co-develop the necessary modifications. Im-Rehsa quickly agreed and by the end of the year had deployed its latest Mearkat test bed, the Mearkova Beam Corvette. By removing the forward Pulsars, utilizing the reactor upgrade used in the Mearkest Escort Corvette and slightly revising the layout of the Graviton Beam system, Im-Rehsa was able to mount two of the large weapons in a nose configuration similar to that of the Halik's. Trials of the new ship and similar trials a year later in the similarly equipped Ak-Habil Haltona Frigate were less than stirring. While the two Graviton Beams gave undeniable initial punch their slow rate of fire coupled with necessary reduction in support weapons left the small ships in a bit of a lurch during the protracted recharge time. This was particularly the case for the Im-Rehsa's Mearkova Beam Corvette, which had fewer Pulsars due to the addition of the Gravitic Shield system. While both companies would continue production of their respective design, neither would be produced in significant numbers.

A much more satisfactory design of a heavy weapon Mearkat would occur in Y2258. In that year the new Heavy Graviton Pulsar was developed and tested on a Mearkat hull. Dubbed the Mearsas Pulsar Corvette, the original Grav Cannons were replaced by the new Heavy Pulsars. The result was very successful and serial production was considered. Unfortunately, Im-Rehsa's budget was currently dominated by the Compressed Field Graviton Thruster design work and the supporting Heavy Combat Vessel design. As a result, initial production would remain very low and would only ramp up on the heels of the resulting Tolokat Fast Destroyer.

The latest Mearkat test bed design to-date is the Mearkata Mine Corvette. The new weapon system in question was the Gravitic Mine and no less than three were mounted in the nose of a modified Mearkat. Unfortunately, like the previous Gravitic Lance, the immense power demands of the three new weapons necessitated the removal of all but one of the Pulsars, though in this case space remained to retain the original Gravitic Shield layout. Unsurprisingly, the effects were less than spectacular. The nature of the Gravitic Mine required pinpoint placement of multiple mines around the opposing ship. As such accuracy was not currently possible, a saturation of mines would therefore be needed to generate significant damage. Only a capital class hull possessed the space necessary to mount a satisfactory number the new systems. In response, Im-Rehsa deployed the Takata Mine Cruiser, which mounted no less than seven Gravitic Mines. In the mean time, Im-Rehsa built two additional Mearkata's to supplement the original test bed in an attempt to study the tactical effects and requirements of multiple Gravitic Mine capable platforms. War games indicated that timing was critical between these units and was easily disrupted by opposing forces, particularly fighters considering the Mearkata's poor point defense. As a result, no additional Mearkata construction was authorized and the three corvettes were relegated to full time testing only.

The Future

The future of the Mearkat remains bright and active for the foreseeable future. It is highly likely that Im-Rehsa will develop a dedicated and agile medium class combatant now that they have Heavy and Capital class vessels in service. However, as Im-Rehsa history is founded on technology development, there will always remain a need for a test bed class vessel, for which the Mearkat remains uniquely suitable.

Im•Rehsa Technologies

Name: _____

Counter: _____



Brakiri Mearkat Corvette

SPECS

Class: Medium Ship
In Service: 2235
Point Value: ???
Ramming Value: 50
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14 (11)
Stb/Port Defense: 15 (12)
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +6

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	2	3	4	4	5	6	6	7	8	8

HANGAR

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



GRAVITIC BOLT

In scenarios set before 2249, replace all graviton pulsars with gravitic bolts, reducing the cost of the ship by 40 points.



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

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.

Gravitic Bolt

Class: Gravitic
Modes: 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
5-7: Grav Cannon
8-9: Graviton Pulsar
10: Gravitic Shield
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Graviton Pulsar
10: Gravitic Shield
11-17: Aft Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9: Graviton Pulsar
10-11: Shield Generator
12-13: Sensors
14-15: Engine
16: Hangar
17-18: Reactor
19-20: C & C

SPECIAL NOTES

Gravitic Drive

SENSOR DATA

Defensive EW

Target #1

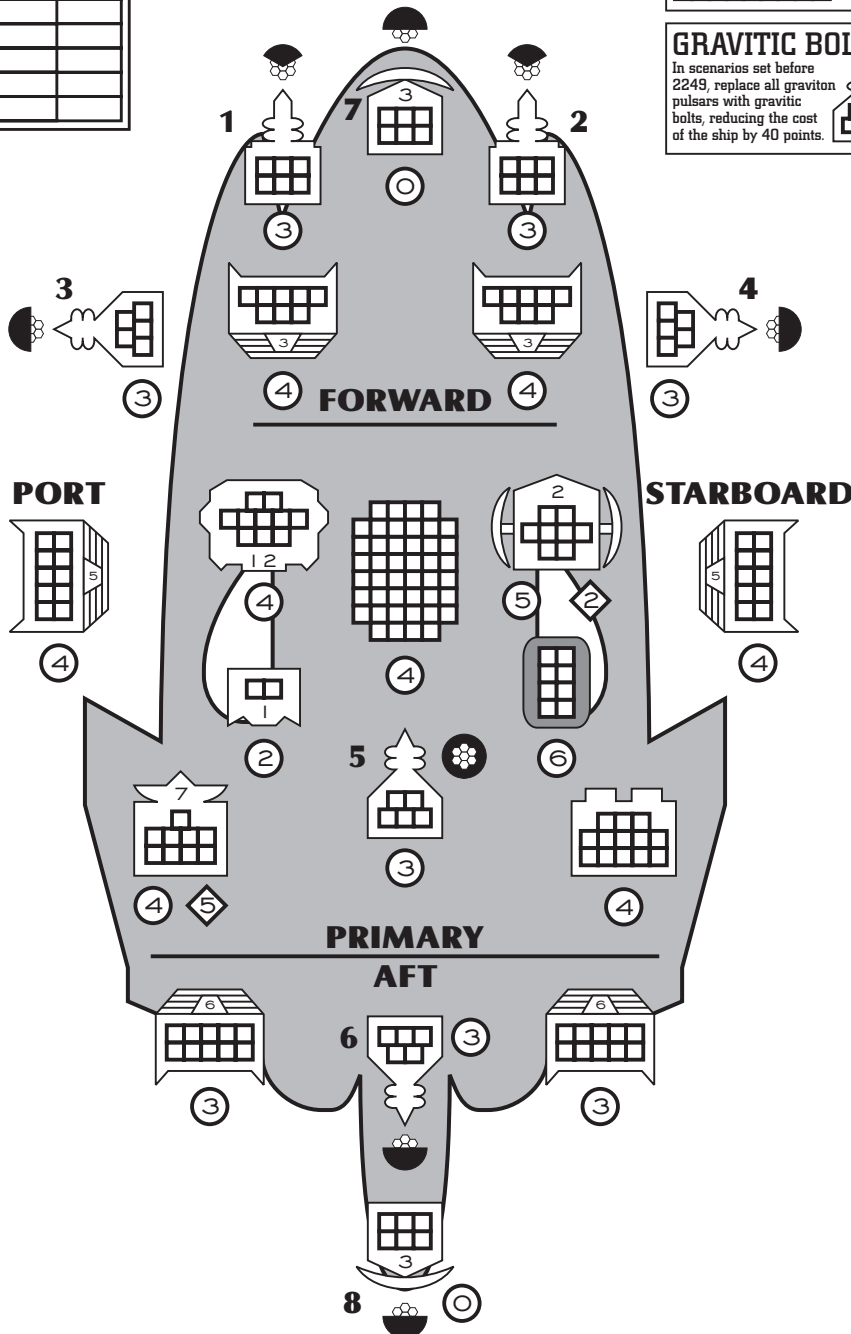
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Grav Cannon
- Graviton Pulsar
- Gravitic Shield



Brakiri Mearkava Lance Corvette

SPECS

Class: Medium Ship
In Service: 2251
Point Value: ???
Ramming Value: 50
Jump Delay: N/A

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	2	3	4	4	5	6	6	7	8	8

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14 (12)
Stb/Port Defense: 15 (13)
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +6

FORWARD HITS

1-4: Retro Thrust
5-10: Gravitic Lance
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-10: Gravitic Shield
11-17: Aft Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9: Graviton Pulsar
10-11: Shield Generator
12-13: Sensors
14-15: Engine
16: Hangar
17-18: Reactor
19-20: C & C

SPECIAL NOTES

Gravitic Drive
Unique Ship (Only 1 Exists)
Unreliable Ship:
Weapon Misfiring
(Gravitic Lance Only)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

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



GRAVITIC BOLT

This ship cannot use the gravitic bolt downgrade as it was never built with that weapon installed.



WEAPON DATA

Gravitic Lance

Class: Gravitic
Mode: Sustained
Damage: 6d10+24
Range Penalty: -1 per 5 hexes
Fire Control: +3/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Can fire as two graviton beams at the same or different targets.



Graviton Beam

Class: Gravitic
Modes: 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



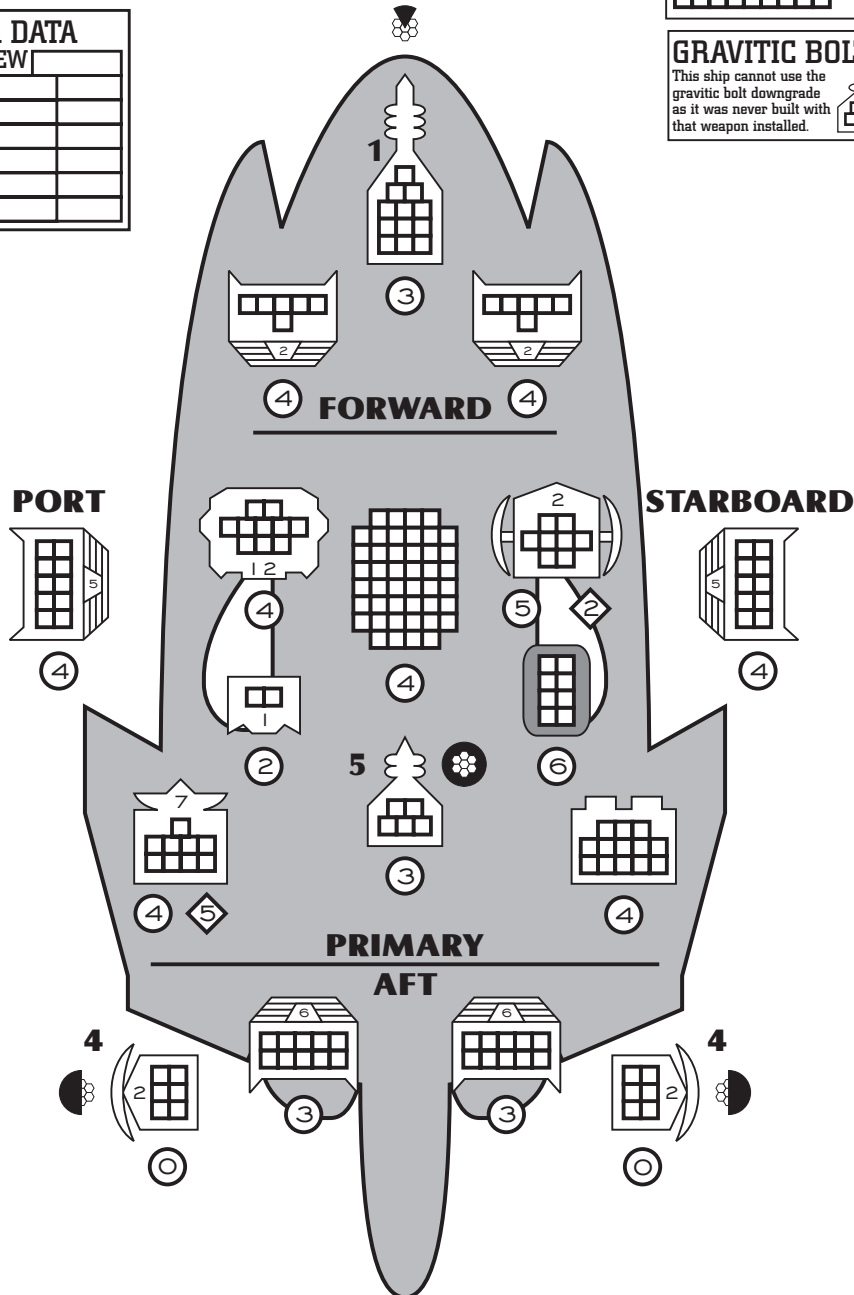
Graviton Pulsar

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.



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Gravitic Lance
- Graviton Pulsar
- Gravitic Shield



Brakiri Mearkest Escort Corvette

SPECS

Class: Medium Ship
In Service: 2254
Point Value: ???
Ramming Value: 50
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14 (11)
Stb/Port Defense: 15 (12)
Engine Efficiency: 3/1
Extra Power: +8
Initiative Bonus: +6

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	2	3	4	4	5	6	6	7	8	8

HANGAR

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



GRAVITIC BOLT

This ship cannot use the gravitic bolt downgrade as it was never built with that weapon installed.



WEAPON DATA

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.



FORWARD HITS

1-4: Retro Thrust
5-9: Graviton Pulsar
10: Gravitic Shield
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Graviton Pulsar
10: Gravitic Shield
11-17: Aft Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9: Graviton Pulsar
10-11: Shield Generator
12-13: Sensors
14-15: Engine
16: Hangar
17-18: Reactor
19-20: C & C

SPECIAL NOTES

Gravitic Drive

SENSOR DATA

Defensive EW

Target #1

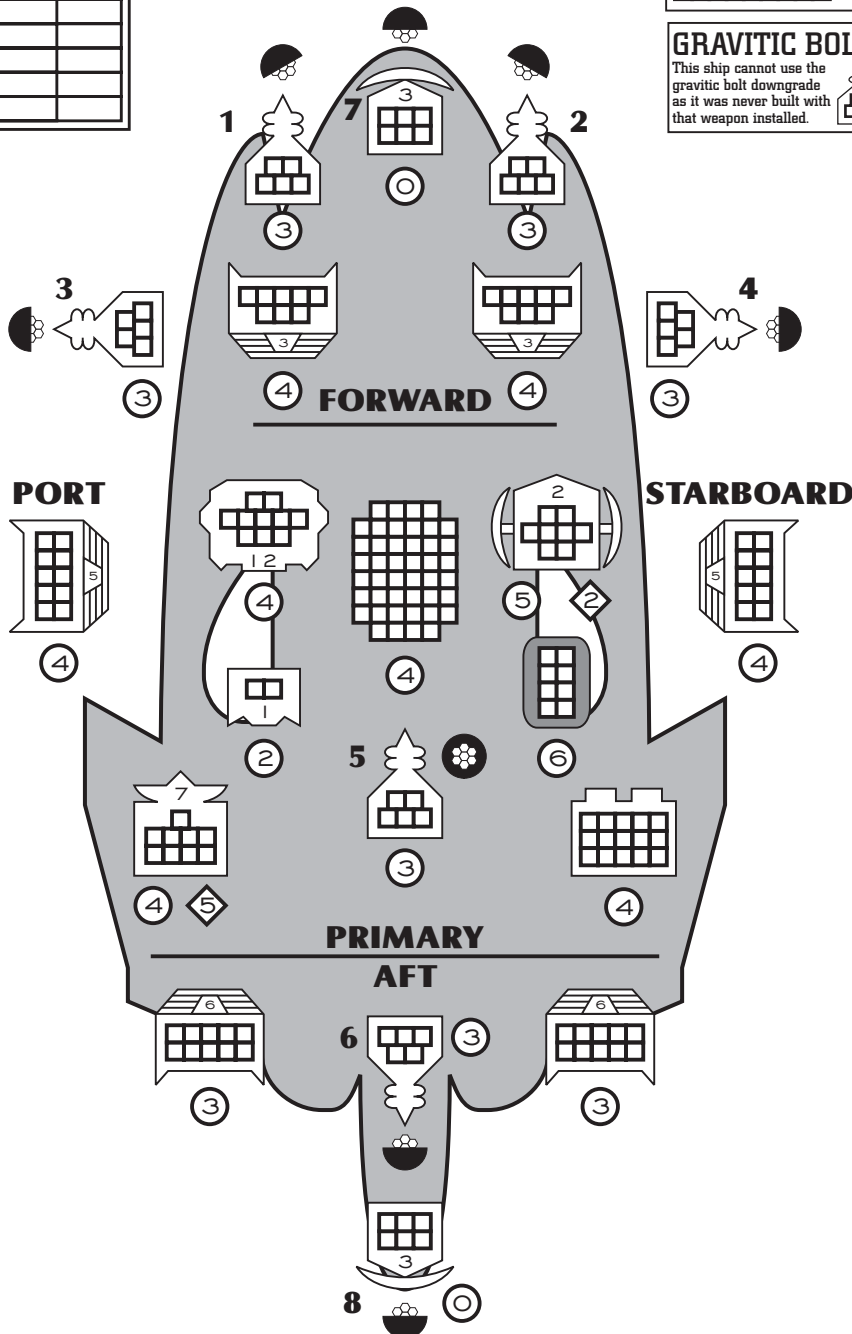
Target #2

Target #3

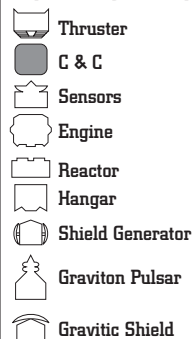
Target #4

Target #5

Target #6



ICON RECOGNITION



Brakiri Mearkova Beam Corvette

SPECS

Class: Medium Ship
In Service: 2256
Point Value: ???
Ramming Value: 50
Jump Delay: N/A

MANEUVERING

Turn Cost: $\frac{2}{3} \times \text{Speed}$
Turn Delay: $\frac{2}{3} \text{ Speed}$
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 14 (11)
Stb/Port Defense: 15 (12)
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +6

WEAPON DATA

Graviton Beam

Class: Gravitic
Modes: 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

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.

FORWARD HITS

1-4: Retro Thrust
5-9: Graviton Beam
10: Gravitic Shield
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Graviton Pulsar
10: Gravitic Shield
11-17: Aft Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Strb Thrust
9: Graviton Pulsar
10-11: Shield Generator
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17-18: Reactor
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SPECIAL NOTES

Gravitic Drive

SENSOR DATA

Defensive EW

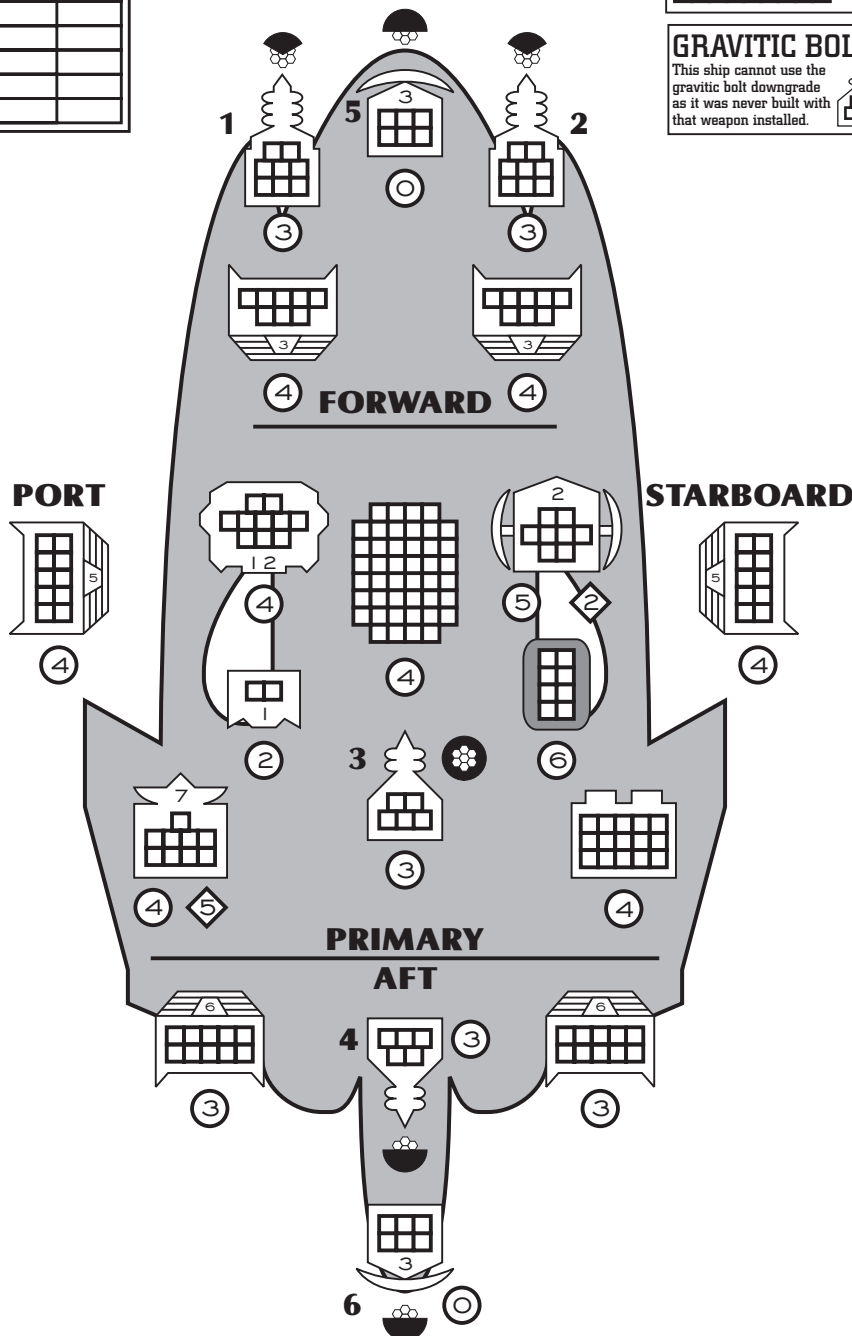
Target #1

Target #2

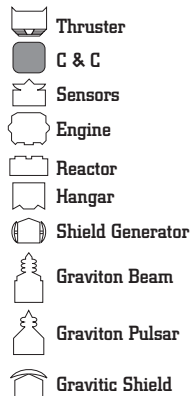
Target #3

Target #4

Target #5



ICON RECOGNITION



Im•Rehsa Technologies

Name: _____

Counter: _____



Brakiri Mearsas Pulsar Corvette

SPECS

Class: Medium Ship
In Service: 2258
Point Value: ???
Ramming Value: 50
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14 (11)
Stb/Port Defense: 15 (12)
Engine Efficiency: 3/1
Extra Power: +4
Initiative Bonus: +6

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	2	3	4	4	5	6	6	7	8	8

HANGAR

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



GRAVITIC BOLT

This ship cannot use the gravitic bolt downgrade as it was never built with that weapon installed.



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.

FORWARD HITS

1-4: Retro Thrust
5-7: Grav Cannon
8-9: Graviton Pulsar
10: Gravitic Shield
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Graviton Pulsar
10: Gravitic Shield
11-17: Aft Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9: Graviton Pulsar
10-11: Shield Generator
12-13: Sensors
14-15: Engine
16: Hangar
17-18: Reactor
19-20: C & C

SPECIAL NOTES

Gravitic Drive

SENSOR DATA

Defensive EW

Target #1

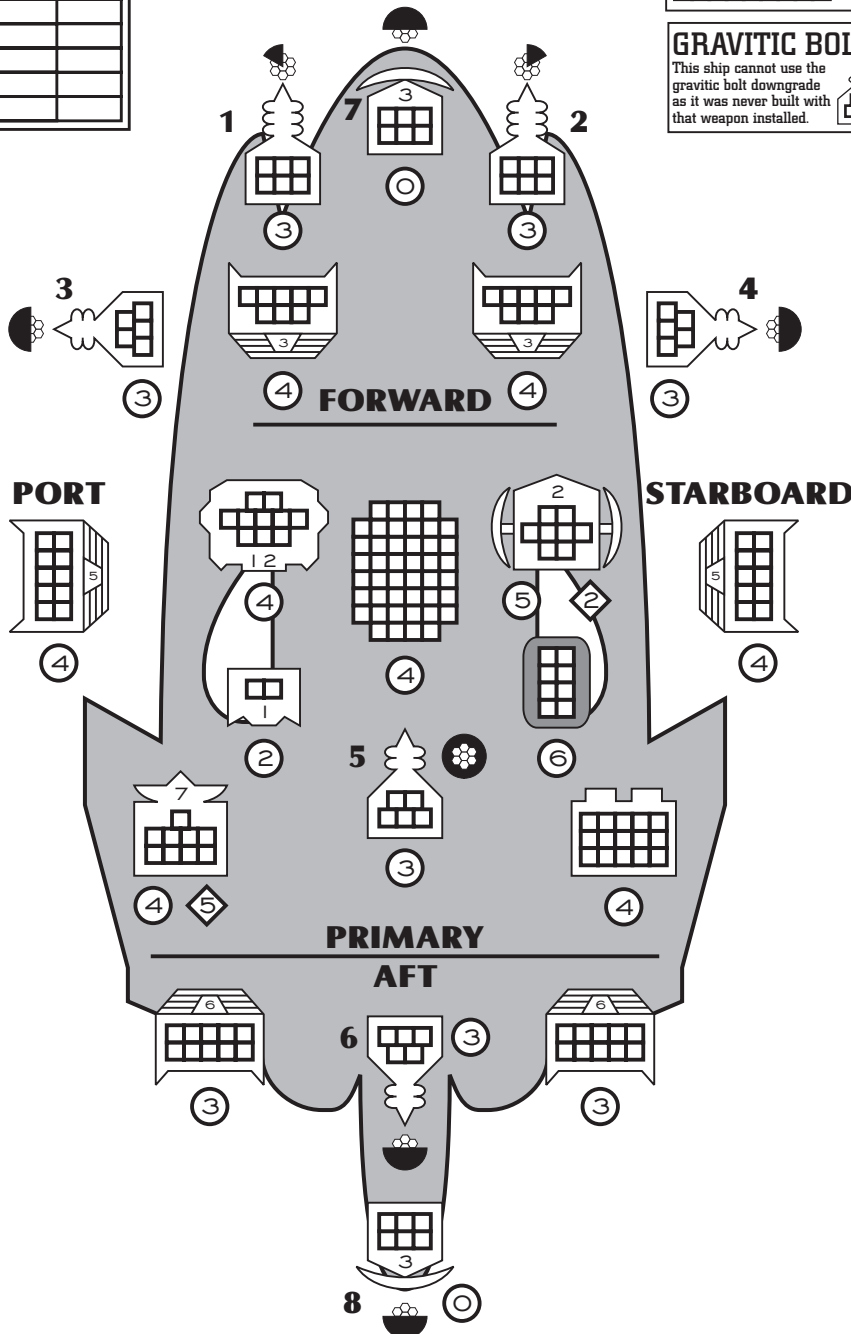
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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



Brakiri Mearkata Mine Corvette

SPECS

Class: Medium Ship
In Service: 2262
Point Value: ???
Ramming Value: 50
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14 (11)
Stb/Port Defense: 15 (12)
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +6

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	2	3	4	4	5	6	6	7	8	8

HANGAR

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

GRAVITIC BOLT

This ship cannot use the gravitic bolt downgrade as it was never built with that weapon installed.

WEAPON DATA

Gravitic Mine

Class: Gravitic
(Launch as Ballistic/Proximity)
Mode: Flash (no collateral)
Damage: Shearing (below)
Range Penalty: None
Maximum Range: 40 hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Ignores armor. Can move target. See rules.
Shearing: Affects only units caught between mines at ranges 5 hexes or less. Sum 1+range to nearest mine, time size factor (ftr/shrl 1, LCV 2, medium 3, HCV 4, capital 5, enormous 6, enormous bases 0).

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.

FORWARD HITS

1-5: Retro Thrust
6-9: Gravitic Mine
10: Gravitic Shield
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-10: Gravitic Shield
11-17: Aft Structure
18-20: PRIMARY Hit

PRIMARY HITS

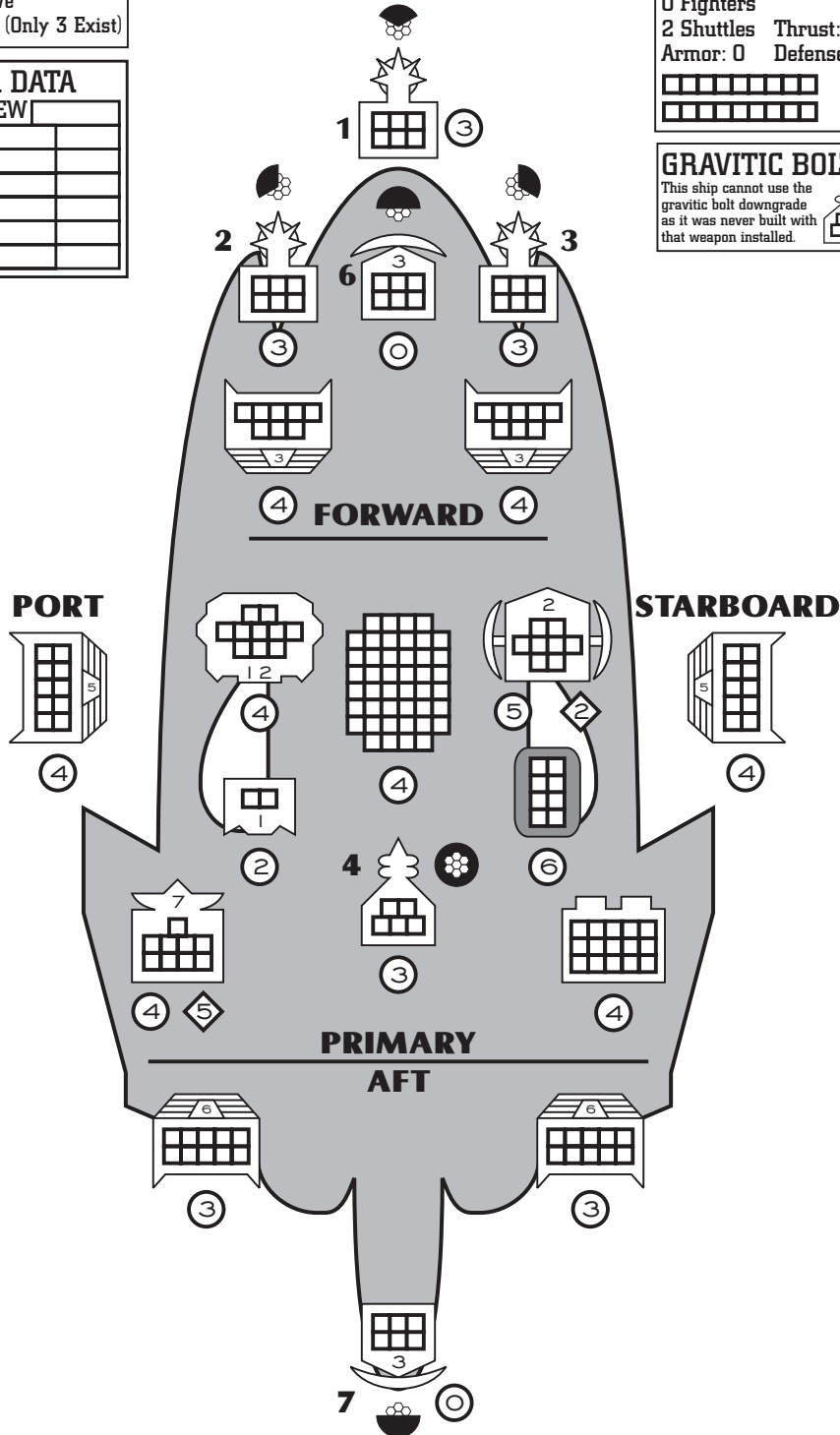
1-8: Port/Stb Thrust
9: Graviton Pulsar
10-11: Shield Generator
12-13: Sensors
14-15: Engine
16: Hangar
17-18: Reactor
19-20: C & C

SPECIAL NOTES

Gravitic Drive
Unique Ship (Only 3 Exist)

SENSOR DATA

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Gravitic Mine
- Graviton Pulsar
- Gravitic Shield