



# Brakiri Ikorta Light Assault Cruiser

## SPECS

Class: Hvy Combat Vsl  
In Service: 2198  
Point Value: 450  
Ramming Factor: 140  
Jump Delay: N/A

## MANEUVERING

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

## HANGAR

6 Assault Shuttles

2 Shuttles: Thrust: 3

Armor: 0 Defense: 8/8



## GRAVITIC BOLT

In scenarios set before 2250, replace all graviton pulsars with gravitic bolts, reducing the cost of the ship by 30 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  
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



### 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



### 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.



## SIDE HITS

1-4: Port/Stb Thrust  
5-6: Gravitic Shield  
7-8: Grav Cannon  
9-10: Graviton Pulsar  
11-18: Port/Stb Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-7: Primary Struct  
8-9: Shield Generator  
10-11: Fwd/Aft Thrust  
12: Graviton Pulsar #5  
13-14: Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Gravitic Drive System  
Atmospheric Capable  
Special Hull Arrangement  
(No Fwd/Aft Hits)

## SENSOR DATA

Defensive EW 

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Target #1 

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Target #2 

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Target #3 

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Target #4 

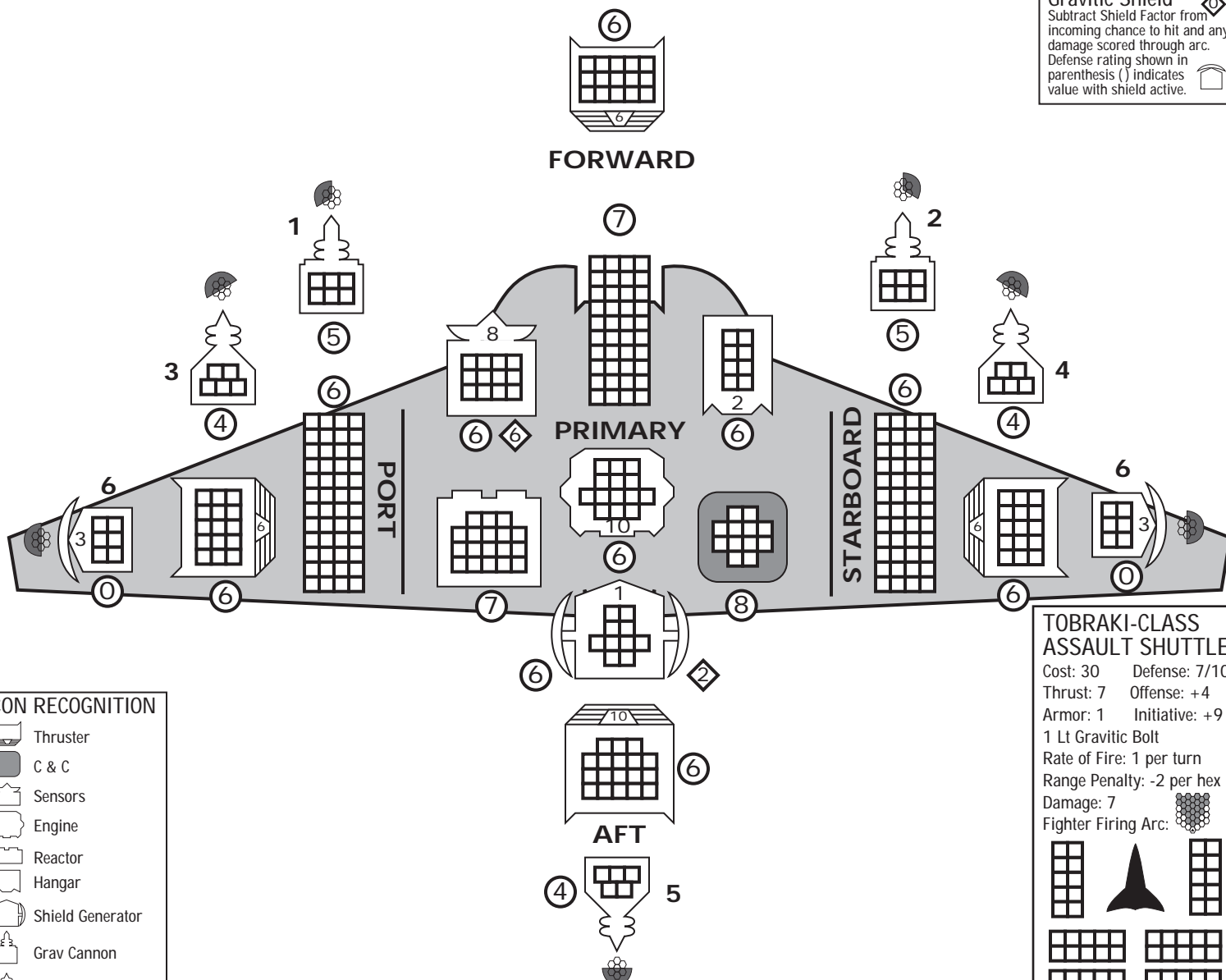
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Target #5 

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Target #6 

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## ICON RECOGNITION

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

## TOBRAKI-CLASS ASSAULT SHUTTLE

Cost: 30 Defense: 7/10  
Thrust: 7 Offense: +4  
Armor: 1 Initiative: +9  
1 Lt Gravitic Bolt  
Rate of Fire: 1 per turn  
Range Penalty: -2 per hex  
Damage: 7  
Fighter Firing Arc:

