




Brakiri Takata Mine Cruiser

SPECS		MANEUVERING						COMBAT STATS					
Class: Capital Ship		Turn Cost: 2/3 Speed						Fwd/Aft Defense: 15 (12)					
In Service: 2264		Turn Delay: 1/2 Speed						Stb/Port Defense: 17 (14)					
Point Value: 950		Accel/Decel Cost: 4 Thrust						Engine Efficiency: 2/1					
Ramming Factor: 200		Pivot Cost: 2+2 Thrust						Extra Power: +6					
Jump Delay: 16 Turns		Roll Cost: 2+2 Thrust						Initiative Bonus: +2					
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	1	2	2	3	3	4	4	5	5	6	6	

WEAPON DATA	
Gravitic Mine Class: Gravitic <i>(Launch as Ballistic/Proximity)</i> 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 <i>Special: Ignores armor. Can move target. See rules.</i> <i>Shearing: Affects only units caught between mines at ranges 5 hexes or less. Sum 1+range to nearest mine, times size factor (fir/shtl 1, LCV 2, medium 3, HCV 4, capital 5, enormous 6, enormous bases 0).</i>	
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 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.	

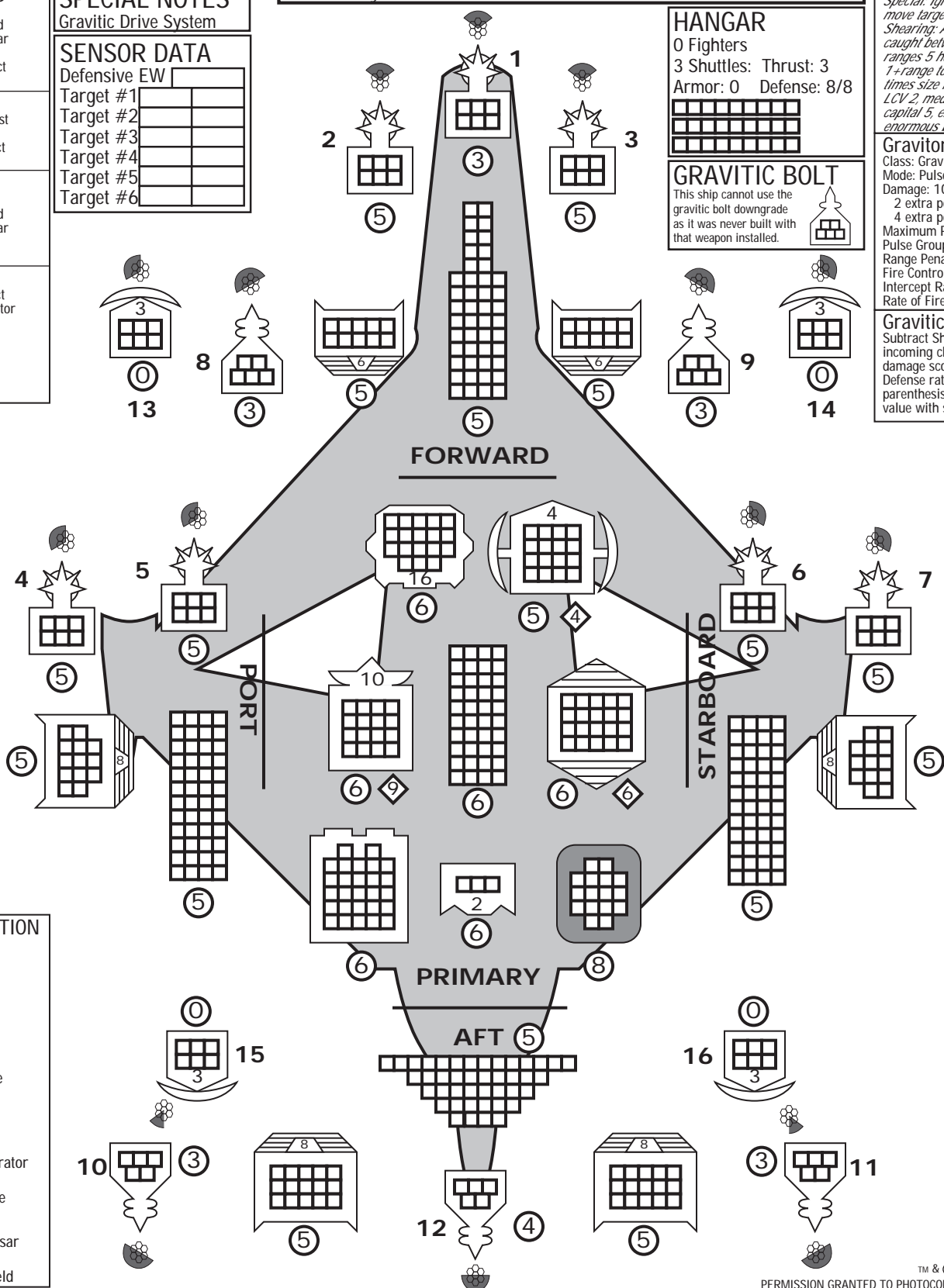
FORWARD HITS
1-3: Retro Thrust
4-5: Gravitic Shield
6-7: Graviton Pulsar
8-10: Gravitic Mine
11-18 Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-8: Gravitic Mine
9-18: Port/Stb Struct
19-20: PRIMARY Hit












AFT HITS
1-5: Main Thrust
6-7: Gravitic Shield
8-11: Graviton Pulsar
12-18: 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: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES		
Gravitic Drive System		
SENSOR DATA		
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



ICON RECOGNITION

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