



Brakiri Rakarta Patrol Frigate

SPECS

Class: Medium Ship
In Service: 2206
Point Value: 360
Ramming Factor: 120
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: 11
Stb/Port Defense: 13
Engine Efficiency: 3/1
Extra Power: +1
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

Gravitic Cutter

Class: Gravitic
Modes: Raking
Damage: 2d10+8 R(6)
5 extra power: 3d10+10 R(8)
Range Penalty: -1 per 2 hexes
Fire Control: +4/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns.
1 turn cooldown if extra power added.

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

Medium Laser Cannon

Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-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

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

FORWARD HITS

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

AFT HITS

1-6: Main Thrust
7-8: Hangar
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-11: Sensors
12-14: Engine
15: Hangar
16-18: Reactor
19-20: C & C

SPECIAL NOTES

Gravitic Drive System
Atmospheric Capable

SENSOR DATA

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

HANGAR

0 Fighters

1 Shuttle: 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 20 points.



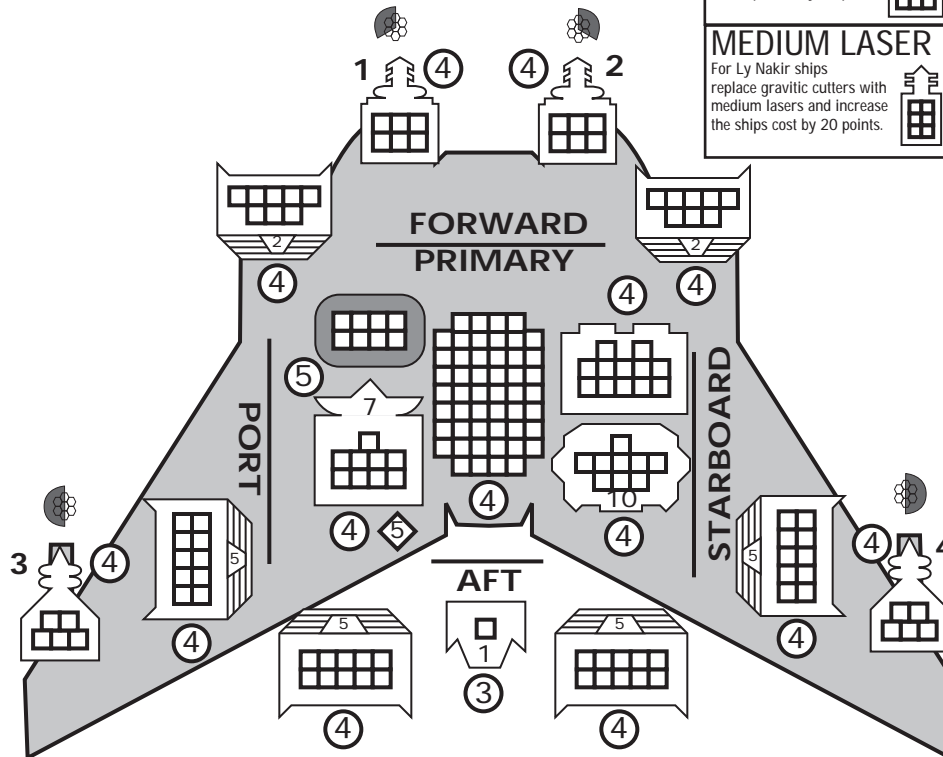
GRAV CANNON

For non-Kam-Lassit ships replace gravitic cutters with grav cannons and increase the ships cost by 20 points.



MEDIUM LASER

For Ly Nakir ships replace gravitic cutters with medium lasers and increase the ships cost by 20 points.



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Gravitic Cutter
- Graviton Pulsar