



Gaim Tokras Scout

SPECS

Class: Capital Ship
In Service: 2264
Point Value: 700
Ramming Factor: 270
Jump Delay: 24 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

WEAPON DATA

Packet Torpedo
Class: Ballistic
Mode: Standard
Damage: 2d10+10
Range Penalty: -1 per 2 hexes after range 10
Fire Control: +3/+3/-6
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Scattergun
Class: Particle
Modes: Standard
Damage: 2d6+1
Range Penalty: -2 per hex
Fire Control: +0/+2/+5
Intercept Rating: -2
Rate of Fire: 1d6 per turn

FORWARD BITS
1-4 Retro Thrust
5-6 Stun Beam
7-10 Packet Torpedo
11-18: Forward Struct
19-20 PRIMARY Hit

SIDE BITS
1-5 Port/Stb Thrust
6-7: Packet Torpedo
8-9 Scattergun
10-18 Port/Stb Struct
19-20 PRIMARY Hit

AFT BITS
1-6 Main Thrust
7-9 Scattergun
10-11 Jump Engine
12-18 Aft Struct
19-20 PRIMARY Hit

PRIMARY BITS
1-9 Primary Struct
10-12 Sensors
13-15 Engine
16-17 Hangar
18-19 Reactor
20 C & C

SPECIAL NOTES

ELINT Ship
Restricted Deployment (10%)
Until 2270 then
Limited Deployment (33%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

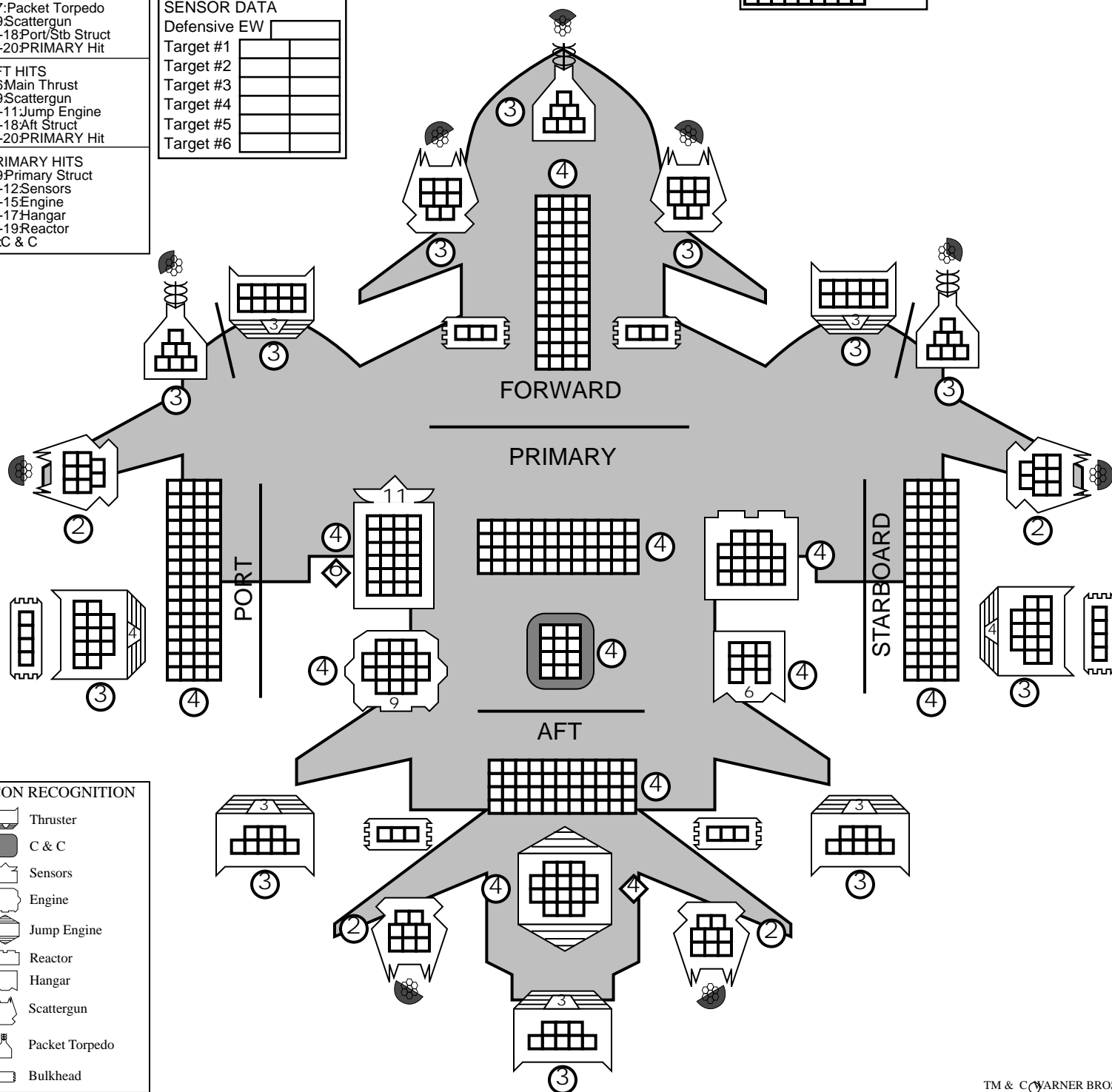
Target #4

Target #5

Target #6

HANGAR

6 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 9/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Scattergun
- Packet Torpedo
- Bulkhead