

Brixadi Warship

SPECS

Class: Capital Ship
In Service: 1959
Point Value: 420
Ramming Factor: 170
Jump Delay: 40 turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: -6
Initiative Bonus: +0

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

Heavy Particle Shot

Class: Particle
Modes: Standard
Damage: 2d10+9
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Particle Shot

Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Lt. Particle Projector

Class: Particle
Mode: Standard
Damage: 1d6+2
Range Penalty: -2 per hex
Fire Control: +2/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Hvy Particle Projector

Class: Particle
Mode: Standard
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Particle Projector

Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-6: Retro Thrust
7-10: Hvy Particle Shot
11-12: Particle Shot
13-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-8: Port/Stb Thrust
9-10: Particle Shot
11-12: Lt Particle Projector
13-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Jump Drive
11-12: Main Thrust
13-14: Sensors
15-16: Engine
17: Hanger
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

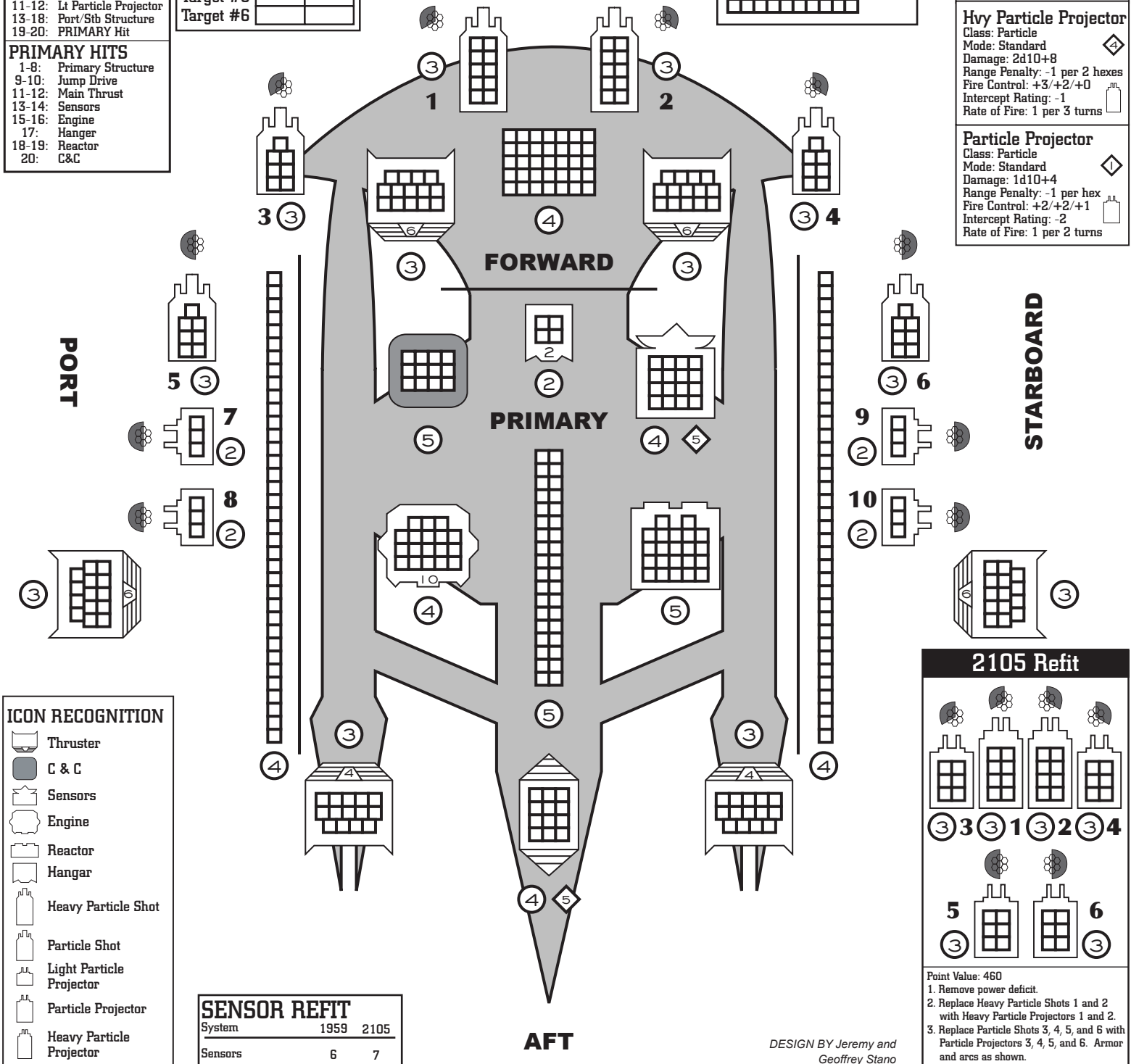
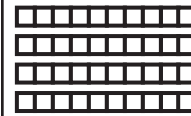
Target #6

Special Notes

Special Hull Arrangement
(No Aft Hits or Structure)
Limited Availability (33%)
(until 2094)

MAIN HANGAR

4 Shuttles: Thrust: 6
Armor: 0 Defense: 9/11



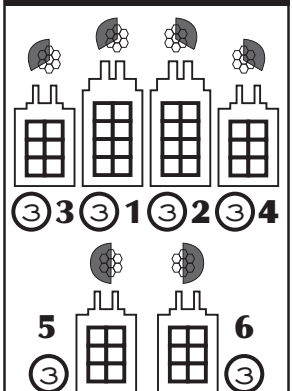
ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hanger
- Heavy Particle Shot
- Particle Shot
- Light Particle Projector
- Particle Projector
- Heavy Particle Projector

SENSOR REFIT

System	1959	2105
Sensors	6	7

2105 Refit



Point Value: 460

- Remove power deficit.
- Replace Heavy Particle Shots 1 and 2 with Heavy Particle Projectors 1 and 2.
- Replace Particle Shots 3, 4, 5, and 6 with Particle Projectors 3, 4, 5, and 6. Armor and arcs as shown.

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