

INIT

SPEED

Name:Counter:

Kito Kapak Class Supercarrier

Kikoku

SPECS

Class: Capital Ship

In Service: 1954

Point Value: 1200

Ramming Factor: 425

Jump Delay: 12 Turns

MANEUVERING

Turn Cost: 4/3 x Speed

Turn Delay: 4/3 x Speed

Accel/Decel Cost: 4 Thrust

Pivot Cost: 5+5 Thrust

Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 16

Stb/Port Defense: 18

Engine Efficiency: 3/1

Extra Power: 0

Initiative Bonus: +0

INTENT

WEAPON DATA

Particle Beam Cannon

Class: Particle

Mode: Raking

Damage: 3d10+12

Range Penalty: -1 per 3 Hexes

Fire Control: +4/+3/-4

Intercept Rating: n/a

Rate of Fire: 1 per 3 turns

Scatter Blaster

Class: Particle

Mode: Standard

Damage: 1d10+3

Range Penalty: -2 per Hex

Fire Control: +2/+4/+6

Intercept Rating: -2

Rate of Fire: 3 per turn

FORWARD HITS

1-3: Retro Thrust

4-7: Hangar

8-11: Scatter Blaster

12-18: Forward Struct

19-20: Primary Hit

SIDE HITS

1-3: Port/Stb Thrust

4-5: Part Beam Cannon

6-9: Scatter Blaster

10-18: Structure

19-20: Critical Hit

AFT HITS

1-6: Main Thrust

7-10: Scatter Blaster

11-18: Structure

19-20: Critical Hit

PRIMARY HITS

1-8: Primary Struct

9-10: Hyperfield Drive

11-13: Sensors

14-15: Engine

16-18: Hangar

19: Reactor

20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

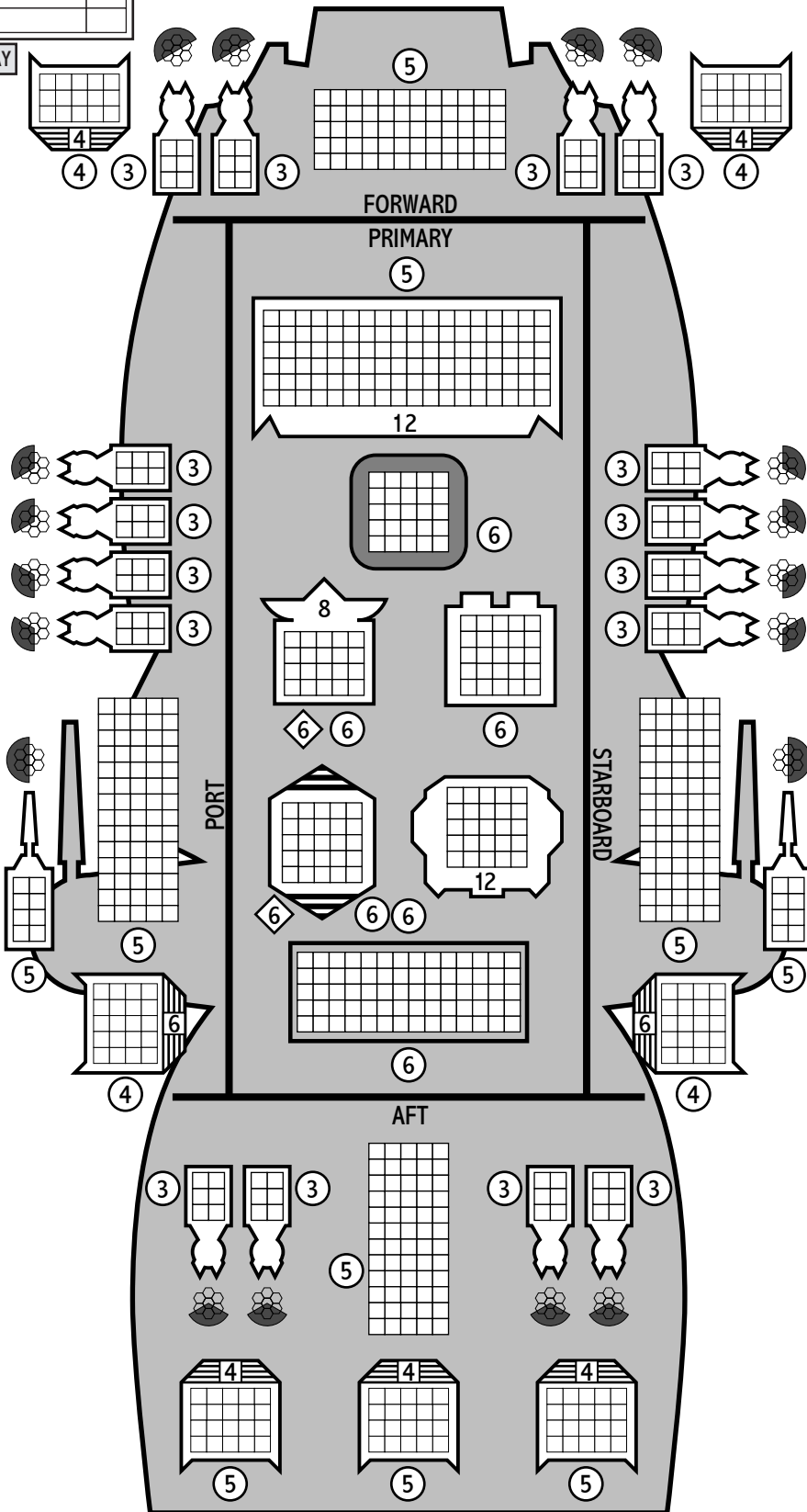
Target #3

Target #4

Target #5

Target #6

TURN DELAY



ICON RECOGNITION

- C&C
- Sensors
- Reactor
- Engine
- Hangar
- Hyperfield Drive
- Thrustor
- Scatter Blaster
- Particle Beam Cannon

HANGAR

96 Fighters

12 Shuttles: Thrust: 4

Armor: 1 Defense: 9/12