

INIT

SPEED

Name:

Counter:

Tak Kuta Class Corvette

Kikoku

SPECS

Class: Medium Ship

In Service: 1947

Point Value: 375

Ramming Factor: 50

Hyper Delay: 6 Turns

MANEUVERING

Turn Cost: 1/2 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: 10

Stb/Port Defense: 12

Engine Efficiency: 2/1

Extra Power: 0

Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8

INTENT

WEAPON DATA

Particle Beam Accelerator

Class: Particle

Mode: Raking

Damage: 2d10+8

Range Penalty: -1 per 2 Hexes

Fire Control: +3/+4/-3

Intercept Rating: n/a

Rate of Fire: 1 per 2 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

1-4: Retro Thrust

5-8: Part Beam Accel

9-10: Scatter Blaster

11-17: Forward Struct

18-20: Primary Hit

AFT HITS

1-6: Main Thrust

7-10: Scatter Blaster

11-17: Structure

18-20: Critical Hit

PRIMARY HITS

1-7: Primary Struct

8-9: Port/Stb Thrust

10-11: Hyperfield Drive

12-14: Sensors

15-17: Engine

18-19: Reactor

20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

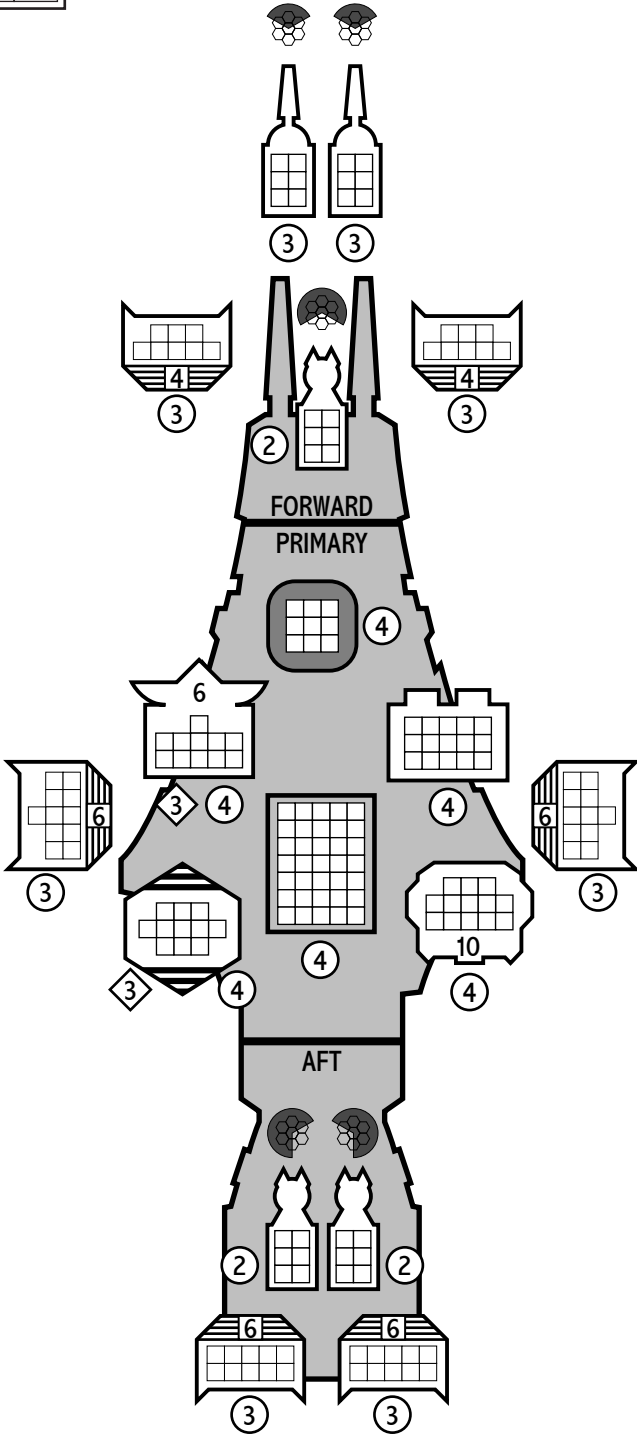
Target #3

Target #4

Target #5

Target #6

TURN DELAY



ICON RECOGNITION

C&C

Sensors

Reactor

Engine

Hangar

Hyperfield Drive

Thruster

Scatter Blaster

Particle Beam Accelerator