

INIT

Name:

Counter:

SPEED

Tiko Class Destroyer

Kikoku

SPECS

Class: Capital Ship
In Service: 1956
Point Value: 550
Ramming Factor:
Hyper Delay: 6 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +6

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

FORWARD HITS

1-4: Retro Thrust
5-6: Part Beam Cannon
7-8: Rocket Launcher
9-10: Scatter Blaster
11-17: Forward Struct
18-20: Primary Hit

AFT HITS

1-5: Main Thrust
6-8: Part Beam Accel
9-10: 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
15-16: Engine
17-18: Hangar
19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

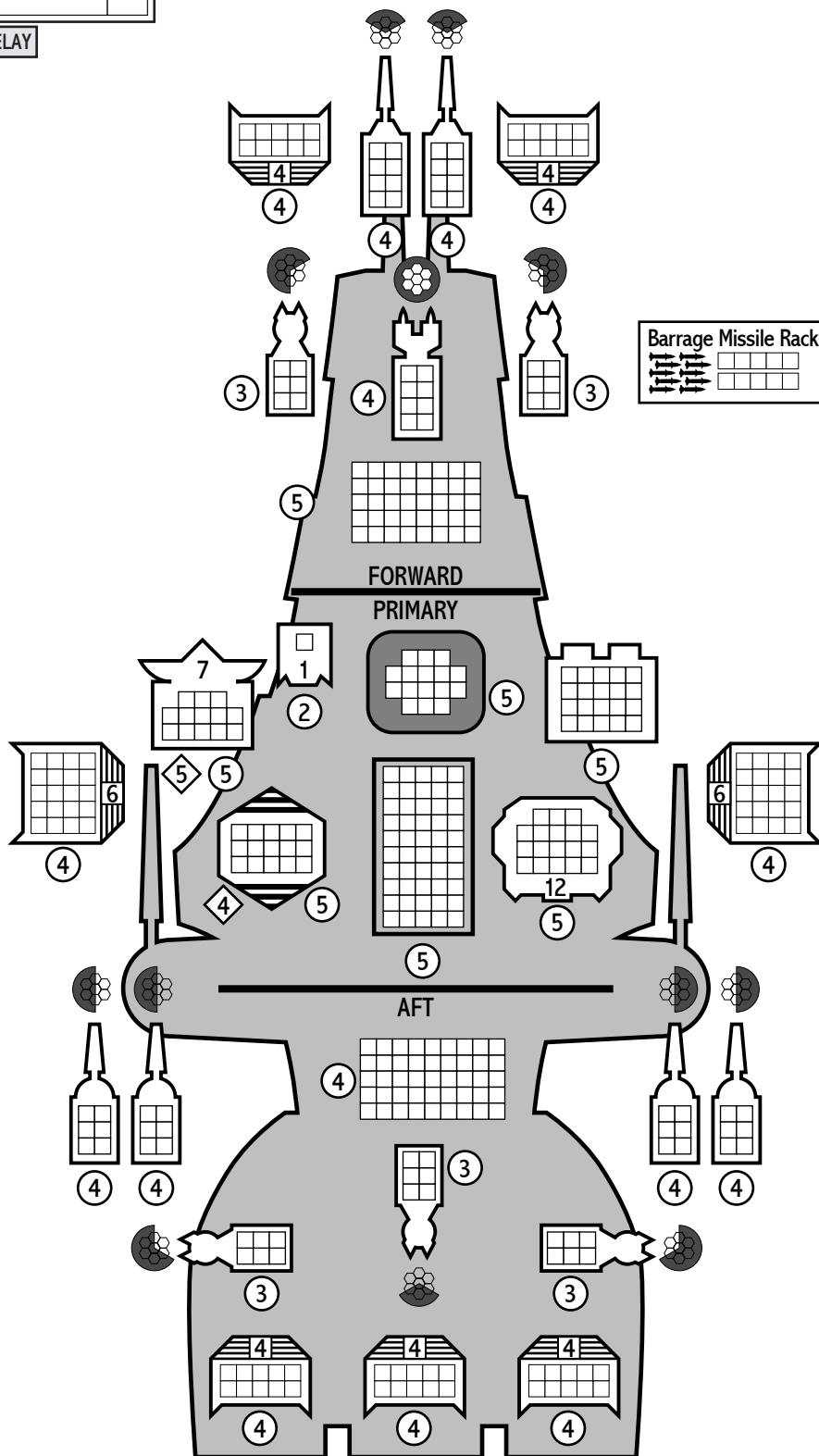
Target #3

Target #4

Target #5

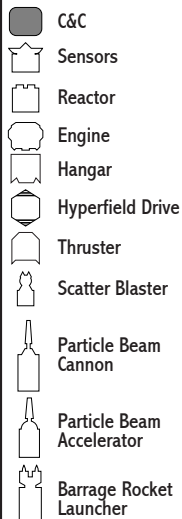
Target #6

TURN DELAY



Barrage Missile Rack

ICON RECOGNITION



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

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

Barrage Rocket Launcher

Class: Ballistic
Mode: Standard
Damage: 10 per successful hit
Range Penalty: None
Max Range: 25 Hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Note: Ignores EW & Jinking
Special: Targeted on a hex, not a unit. 2d10 attacks per unit in target hex, 1d10 attacks per unit on targets one hex away. Each attack rolls to hit and is intercepted individually.
Direction of attacks are from launch location.

HANGAR

1 Shuttle: Thrust: 4
Armor: 1 Defense: 9/12