

INIT

SPEED

Name:Counter:

Kotaku Class Battlecruiser

Kikoku

SPECS

Class: Capital Ship

In Service: 1954

Point Value: 800

Ramming Factor:

Jump Delay: 12 Turns

MANEUVERING

Turn Cost: 1 x Speed

Turn Delay: 1 x Speed

Accel/Decel Cost: 3 Thrust

Pivot Cost: 4+4 Thrust

Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 14

Stb/Port Defense: 15

Engine Efficiency: 4/1

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
- 1-4: Retro Thrust
- 5-8: Part Beam Cannon
- 9-11: Scatter Blaster
- 12-18: Forward Struct
- 19-20: Primary Hit

- SIDE HITS
- 1-3: Port/Stb Thrust
- 4-7: Part Beam Cannon
- 8-9: Scatter Blaster
- 10-18: Structure
- 19-20: Critical Hit

- AFT HITS
- 1-6: Main Thrust
- 7-9: Scatter Blaster
- 10-18: Structure
- 19-20: Critical Hit

- PRIMARY HITS
- 1-8: Primary Struct
- 9-10: Hyperfield Drive
- 11-14: Sensors
- 15-16: Engine
- 17-18: Hangar
- 19: Reactor
- 20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

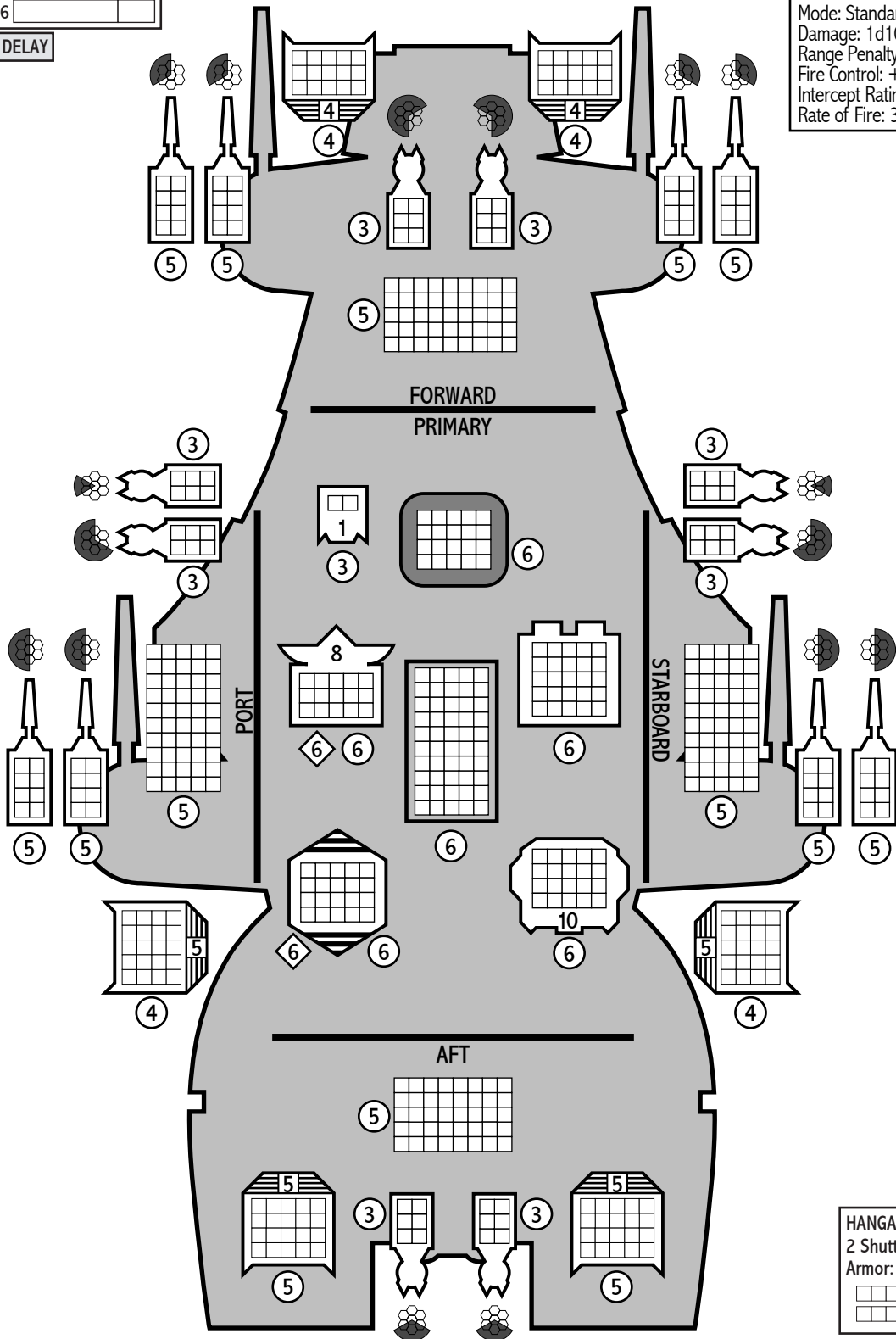
Target #3

Target #4

Target #5

Target #6

TURN DELAY



ICON RECOGNITION

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

HANGAR

2 Shuttles: Thrust: 4

Armor: 1 Defense: 9/12