



Tokati Chimera Defense Post

SPECS

Class: Capital Base
In Service: 2226
Point Value: 650
Ramming Factor: 130
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 18
Stb/Port Defense: 18
Engine Efficiency: N/A
Extra Power: +0
Initiative Bonus: N/A

WEAPON DATA

Heavy Chemical Laser
Class: Laser
Mode: Raking (8)
Damage: 4d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-6
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Nuclear Torpedo
Class: Ballistic + Plasma
Modes: Flash
Damage: 5d10
Range Penalty: None
Max Range: 15 hexes
Fire Control: +1/+0/-
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Gauss Cannon
Class: Matter
Modes: Standard
Damage: 1d10+10
Range Penalty: -1 per hex
Fire Control: +2/+1/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

SECTION HITS

1-4: Hvy Chemical Laser
5: Nuclear Torpedo
6-7: Gauss Cannon
8-9: Light Particle Beam
10-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-11: Primary Structure
12-13: Light Particle Beam
14-16: Sensors
17-18: Reactor
19-20: C&C

SENSOR DATA

Defensive EW

Target #1

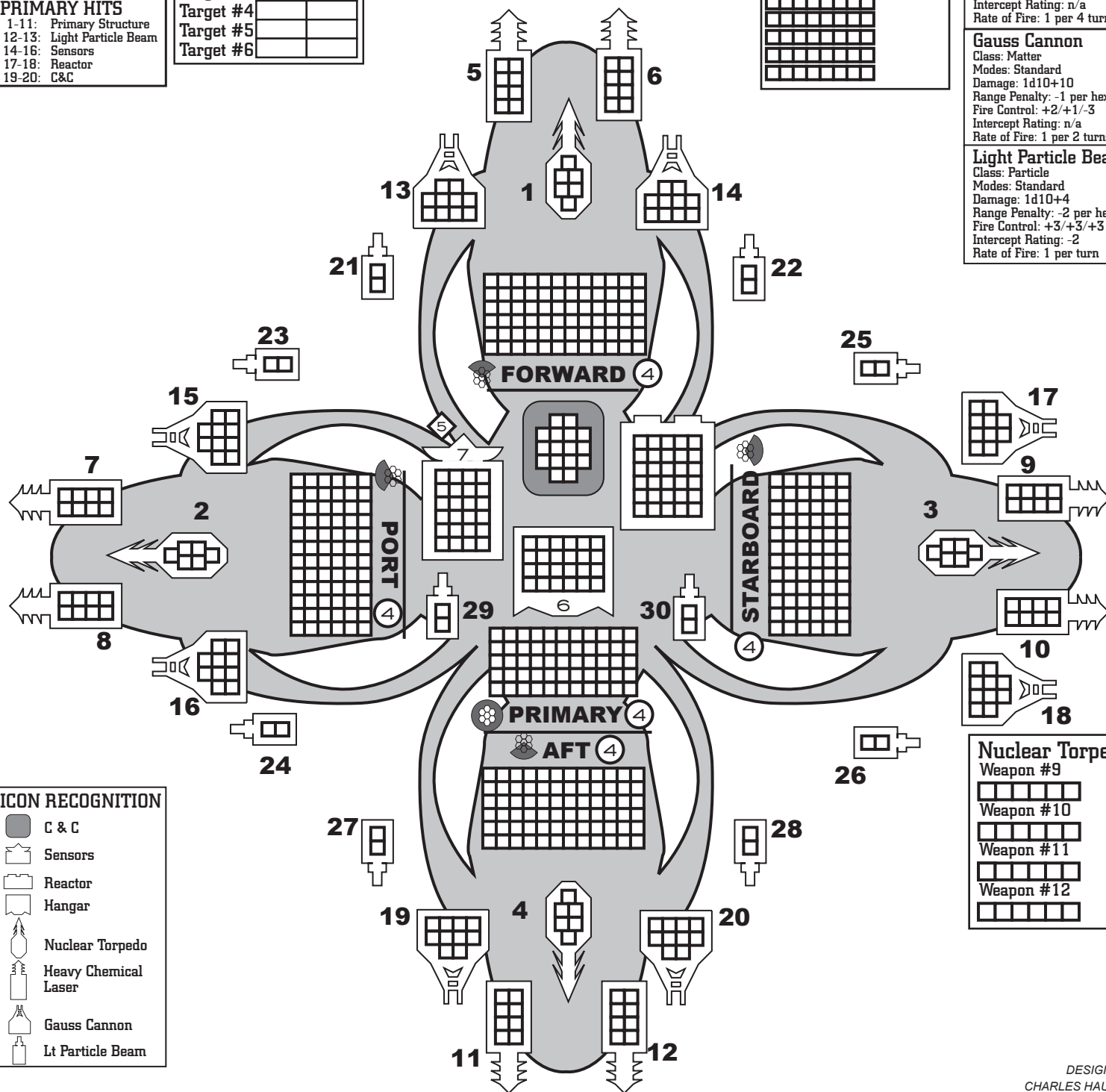
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Nuclear Torpedo
- Heavy Chemical Laser
- Gauss Cannon
- Lt Particle Beam

Nuclear Torpedo

Weapon #9

Weapon #10

Weapon #11

Weapon #12

Weapon #13

Weapon #14

Weapon #15

Weapon #16

Weapon #17

Weapon #18

Weapon #19

Weapon #20

Weapon #21

Weapon #22

Weapon #23

Weapon #24

Weapon #25

Weapon #26

Weapon #27

Weapon #28

Weapon #29

Weapon #30