

# Tokati Devil Battlecruiser

## SPECS

Class: Capital Ship  
 In Service: 2238  
 Point Value: 700  
 Ramming Factor: 230  
 Jump Delay: 48 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
 Turn Delay: 1 x Speed  
 Accel/Decel Cost: 3 Thrust  
 Pivot Cost: 3+3 Thrust  
 Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16  
 Stb/Port Defense: 18  
 Engine Efficiency: 4/1  
 Extra Power: 0  
 Initiative Bonus: +0

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

## 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: +0/+0/-  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns

## Hvy Plasma Cannon

Class: Plasma  
 Modes: Standard  
 Dmg: 4d10+8 (-1 per 2 hexes)  
 Range Penalty: -2 per 3 hexes  
 Fire Control: +3/+1/-5  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

## Heavy Rocket Launcher

Class: Ballistic  
 Modes: Standard  
 Damage: 2d10+4  
 Range Penalty: n/a  
 Max Range: 30 hexes  
 Fire Control: +2/+1/-3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

## FORWARD HITS

1-3: Retro Thrust  
 4-6: Hvy Chemical Laser  
 7-8: Lt Particle Beam  
 9-11: Hvy Rocket Launcher  
 12-18: Forward Structure  
 19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
 5-7: Hvy Plasma Cannon  
 8-10: Nuclear Torpedo  
 11-12: Lt Particle Beam  
 12-18: Port/Stb Structure  
 19-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
 8-10: Hvy Plasma Cannon  
 11-18: Aft Structure  
 19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
 9-11: Jump Engine  
 12-13: Sensors  
 14-15: Engine  
 16-17: Hangar  
 18-19: Reactor  
 20: C&C

## SPECIAL NOTES

Limited Availability (33%)

## SENSOR DATA

### Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

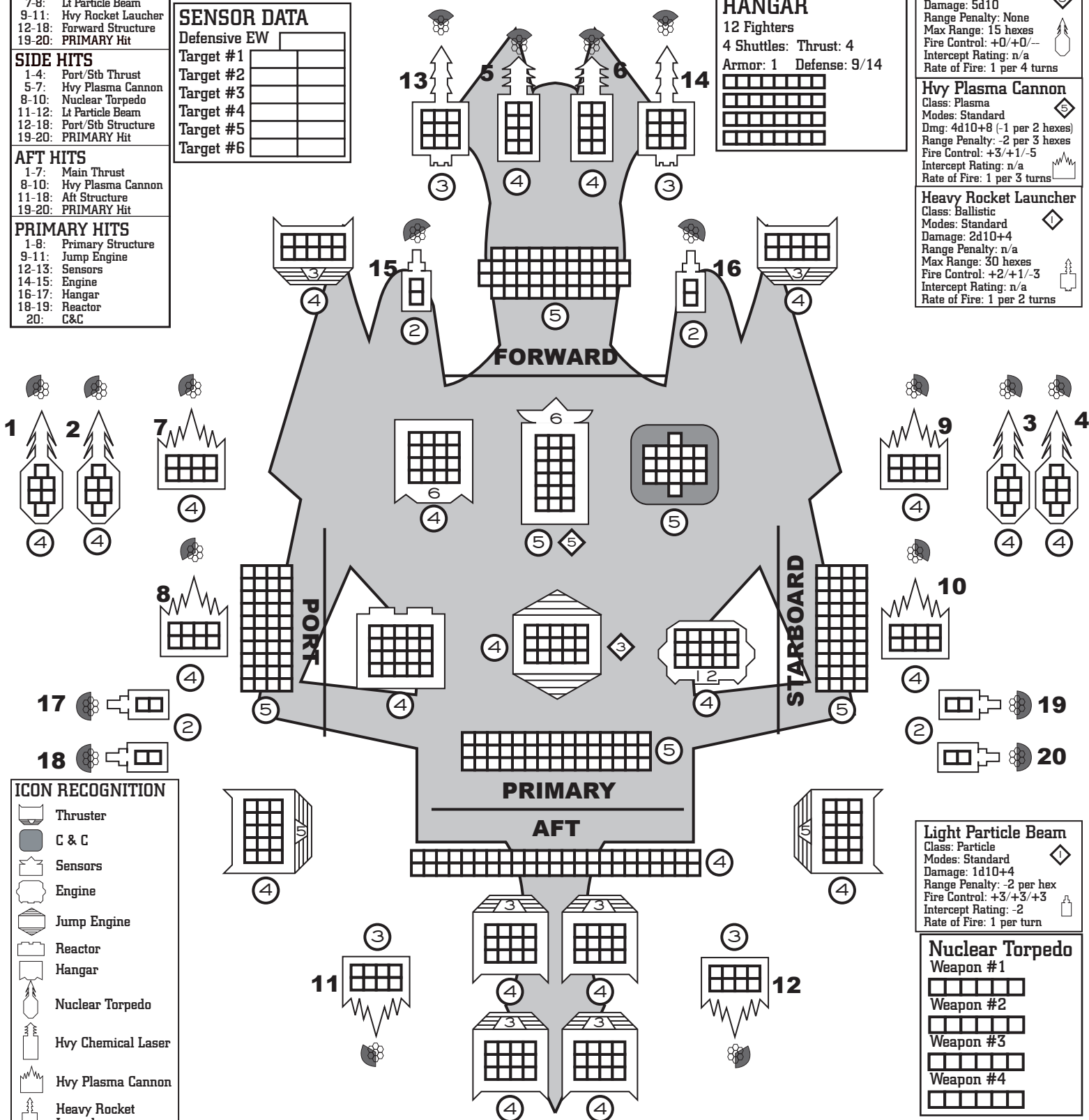
Target #6

## HANGAR

12 Fighters

4 Shuttles: Thrust: 4

Armor: 1 Defense: 9/14



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Nuclear Torpedo
- Hvy Chemical Laser
- Hvy Plasma Cannon
- Heavy Rocket Launcher
- Lt Particle Beam

## 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

## Nuclear Torpedo

Weapon #1

Weapon #2

Weapon #3

Weapon #4

Weapon #5

Weapon #6

Weapon #7

Weapon #8