



Tokati Dragon System Monitor

SPECS

Class: Capital Ship
In Service: 2225
Point Value: 625
Ramming Factor: 300
Jump Delay: N/A

MANEUVERING

Turn Cost: 3/2 Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 6 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 17
Stb/Port Defense: 19
Engine Efficiency: 5/1
Extra Power: 0
Initiative Penalty: -2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

HANGAR

24 Fighters
2 Shuttles: Thrust: 4
Armor: 1 Defense: 9/14



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/-6
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Dual Rocket Launcher
Class: Ballistic
Modes: Standard
Damage: 2d6+2
Range Penalty: None
Max Range: 15 hexes
Fire Control: +1/+1/+1
Intercept Rating: n/a
Rate of Fire: 2 per turn

Lt Particle Projector
Class: Particle
Modes: Standard
Damage: 1d6+4
Range Penalty: -2 per hex
Fire Control: +2/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn