



Tokati Ghast Ballistic Destroyer

SPECS

Class: Hvy Combat Vsl
In Service: 2252
Point Value: 400
Ramming Factor: 150
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +6

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

WEAPON DATA

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

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

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

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

FORWARD HITS

1-3: Retro Thrust
4-5: Nuclear Torpedo
6-8: Hvy Rocket Launcher
9-11: DL Rocket Launcher
12-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Lt Particle Beam
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SENSOR DATA

Defensive EW

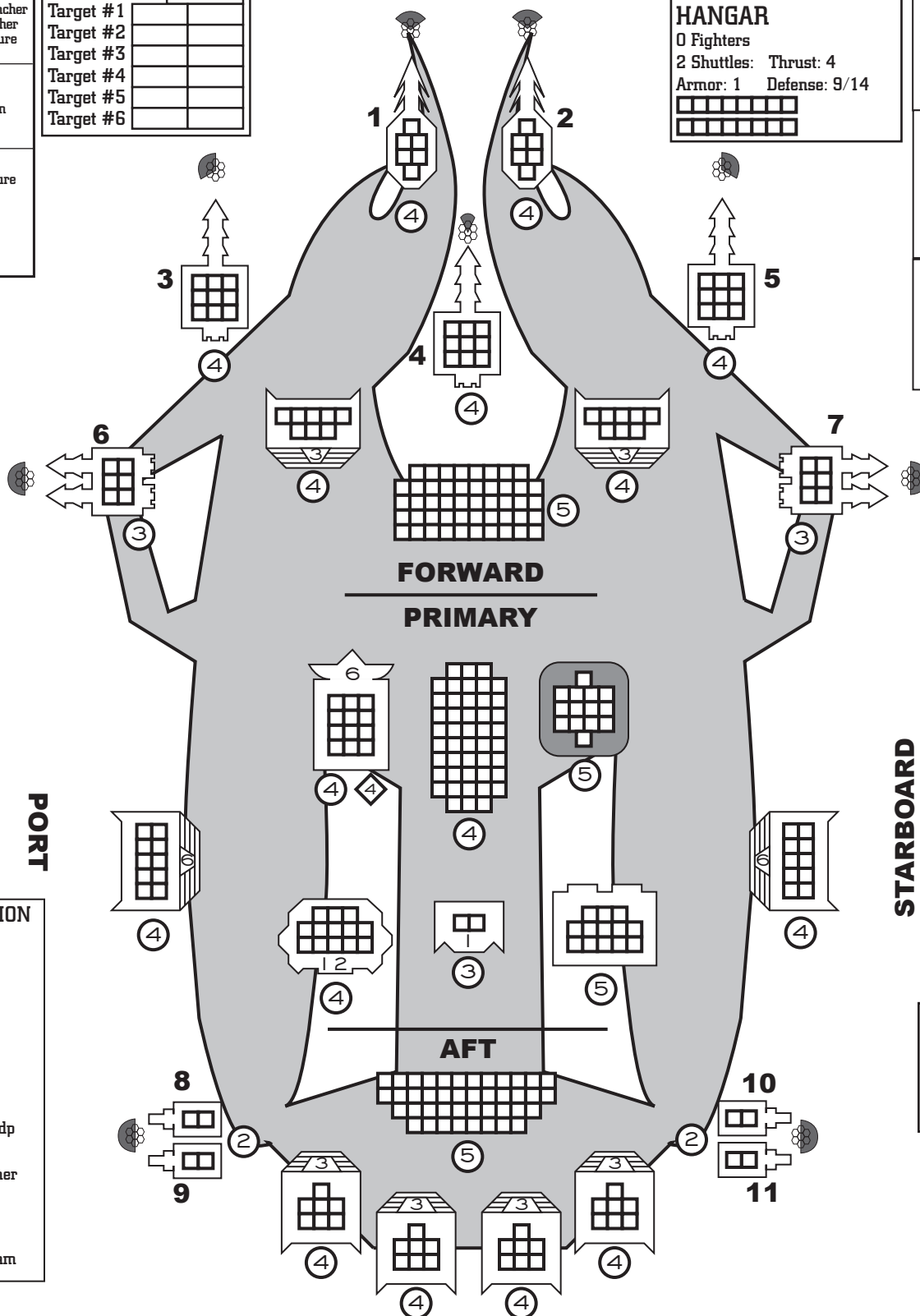
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR

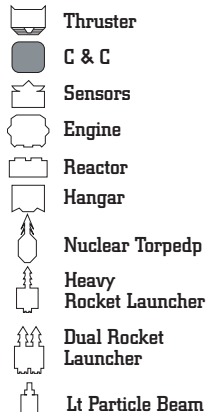
0 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 9/14



ICON RECOGNITION



Nuclear Torpedo

Weapon #1



Weapon #2

