Version 1: 2E/ Name: _____ Counter: _____

# Tokati Hell Hound Battle Carrier

## SPECS
Class: Hvy Combat Vsl
In Service: 2208
Point Value: 380
Ramming Factor: 130
Jump Delay: N/A

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

## COMBAT STATS
Fwd/Aft Defense: 13
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 |

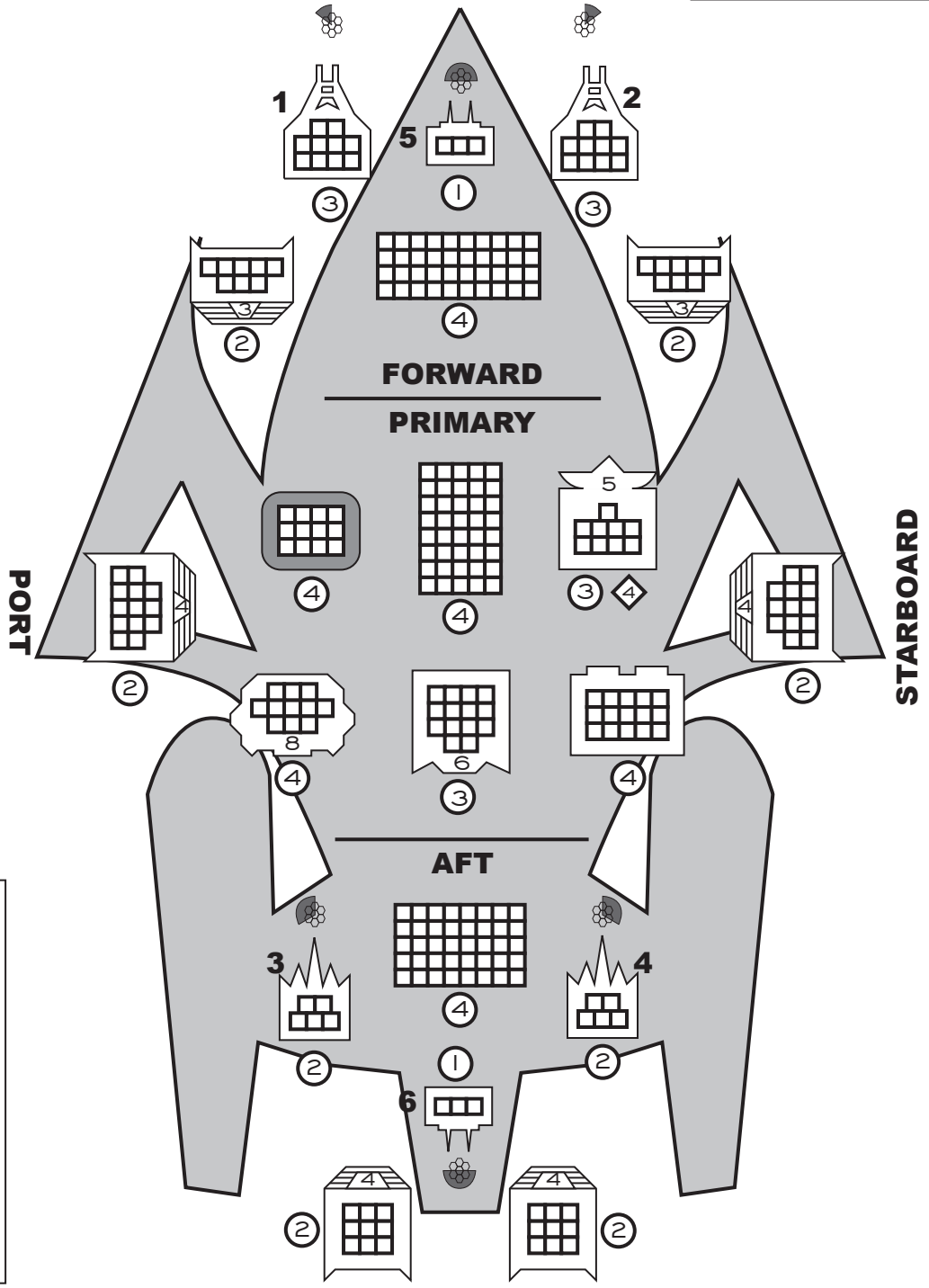
## HANGAR
12 Fighters
2 Shuttles: Thrust: 4
Armor: 1 Defense: 9/14

## FORWARD HITS
1-3: Retro Thrust
4-6: Gauss Cannon
7-9: Lt Particle Projector
10-18: Forward Structure
19-20: PRIMARY Hit

## AFT HITS
1-5: Main Thrust
6-7: Plasma Cannon
8-10: Lt Particle Projector
11-18: Aft Structure
19-20: PRIMARY Hit

## PRIMARY HITS
1-7: Primary Structure
8-10: Port/Stb Thrust
11-12: Sensors
13-14: Engine
15-17: Hangar
18-19: Reactor
20: C&C

## SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6




## WEAPON DATA

### 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

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

### 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

### 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

## ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Gauss Cannon
- Plasma Cannon
- Light Particle Projector
- Lt Particle Beam

## 2241 Refit
Point Value:
LT PARTICLE BEAM
Replace all Lt Particle Projectors with Lt Particle Beams.
Armor values and firing arcs remain unchanged.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