

Tokati Lucifer Battlecruiser

SPECS

Class: Capital Ship
In Service: 2255
Point Value: 740
Ramming Factor: 230
Jump Delay: 42 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: +1

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

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

Particle Lance

Class: Particle
Modes: Raking
Damage: 3d10+16
Range Penalty: -1 per 2 hexes
Fire Control: +4/+2/+0
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Can fire as two light particle cannons at the same target.

Lt Particle Cannon

Class: Particle
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +4/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Heavy Gauss Cannon

Class: Matter
Modes: Standard
Dmg: 3d10+10
Range Penalty: -2 per 3 hexes
Fire Control: +3/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

FORWARD HITS

1-3: Retro Thrust
4-6: Hvy Gauss Cannon
7-8: Sub Mag Gun
9-11: Lt Particle Beam
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Hvy Gauss Cannon
7-8: Nuclear Torpedo
9-11: Particle Lance
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Sub Mag Gun
10-11: Lt Particle Beam
12-18: 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

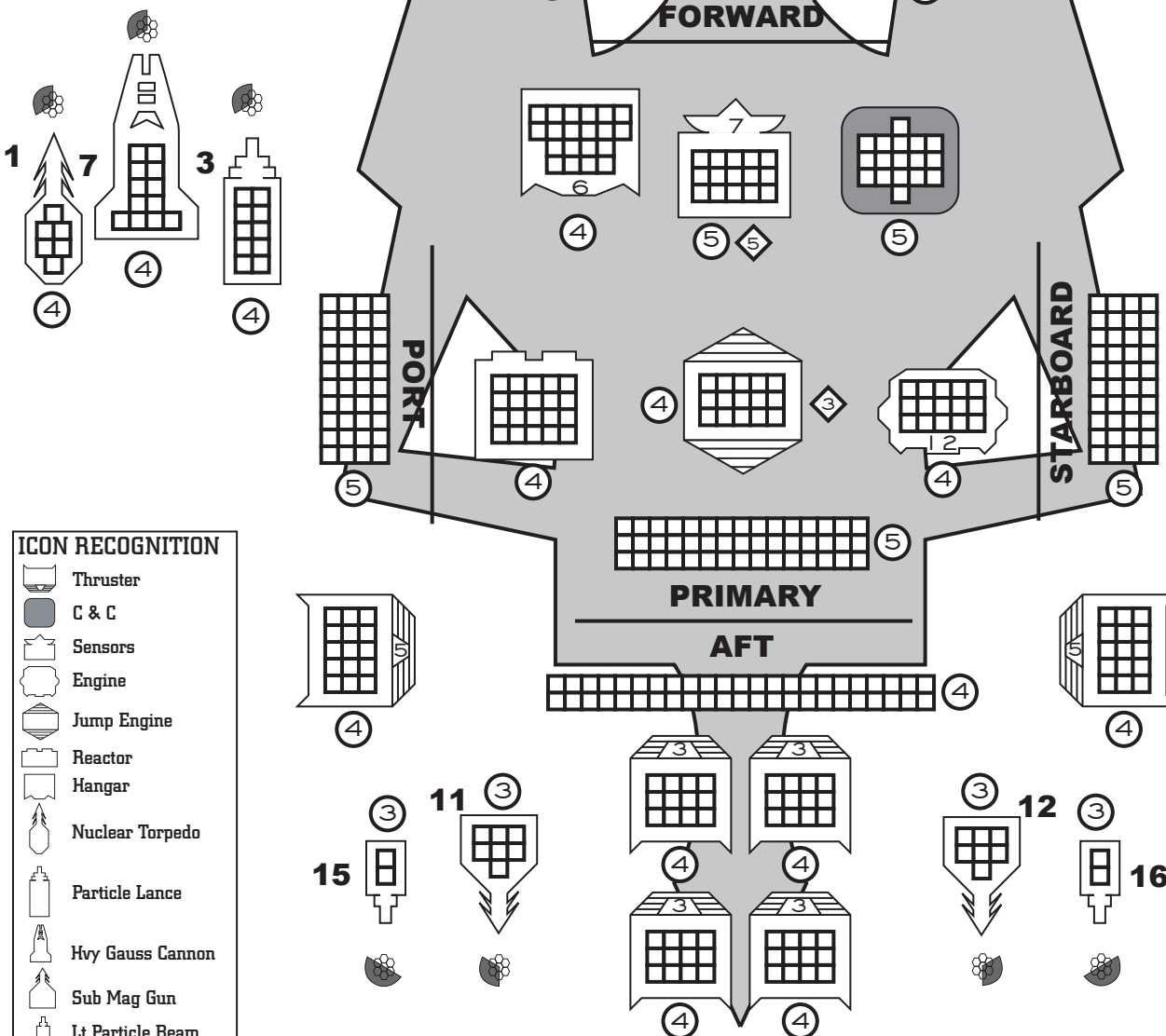
Target #6

HANGAR

18 Fighters

2 Shuttles: Thrust: 4

Airor: 1 Defense: 9/14



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Nuclear Torpedo
- Particle Lance
- Hvy Gauss Cannon
- Sub Mag Gun
- Lt Particle Beam

Sub-Mag Gun

Class: Plasma
Modes: Flash
Damage: 4d10+10
Range Penalty: -1 per hex
Fire Control: +5/+1/-
Intercept Rating: n/a
Rate of Fire: 1 per 3 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

Nuclear Torpedo

Weapon #1
Weapon #2