



Tokati Nightmare Heavy Cruiser

SPECS

Class: Capital Ship
In Service: 2255
Point Value: 725
Ramming Factor: 290
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 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: 15
Stb/Port Defense: 17
Engine Efficiency: 4/1
Power Shortage: -8
Initiative Bonus: +0

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	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

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

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

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

FORWARD HITS

1-4: Retro Thrust
5-7: Particle Lance
8-9: Sub Mag Gun
10-11: Nuclear Torpedo
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Particle Lance
8-10: Lt Particle Cannon
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Hangar
10: Sub Mag Gun
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-12: Sensors
13-16: Engine
17-19: Reactor
20: C&C

SPECIAL NOTES

Restricted Deployment (10%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

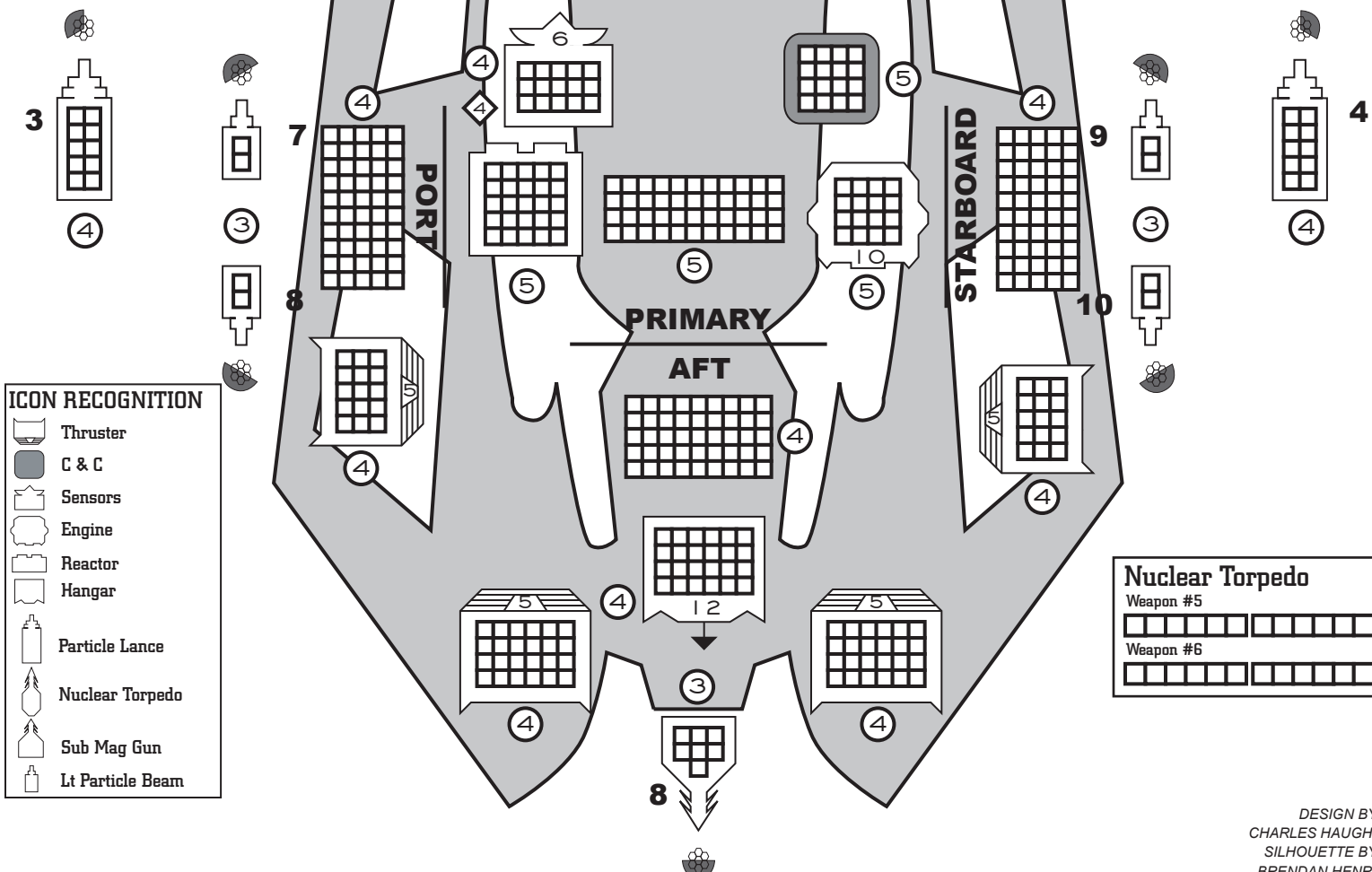
Target #6

AFT HANGAR

18 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 9/14



ICON RECOGNITION

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

Nuclear Torpedo

Weapon #5

Weapon #6

Weapon #7

Weapon #8