



# Tokati Shade Gun Cruiser

## SPECS

Class: Capital Ship  
In Service: 2234  
Point Value: 650  
Ramming Factor: 290  
Jump Delay: 48 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: 15  
Stb/Port Defense: 17  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +0

## 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

## 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

## 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  
4-6: Hvy Chemical Laser  
7-8: Gauss Cannon  
9-10: Light Particle Beam  
11-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-7: Hvy Chemical Laser  
8-10: Light Particle Beam  
11-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-9: Jump Engine  
10: Gauss Cannon  
11-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-9: Primary Structure  
10-11: Sensors  
12-14: Engine  
15-17: Hangar  
18-19: Reactor  
20: C&C

## SPECIAL NOTES

Restricted Deployment (10%)

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

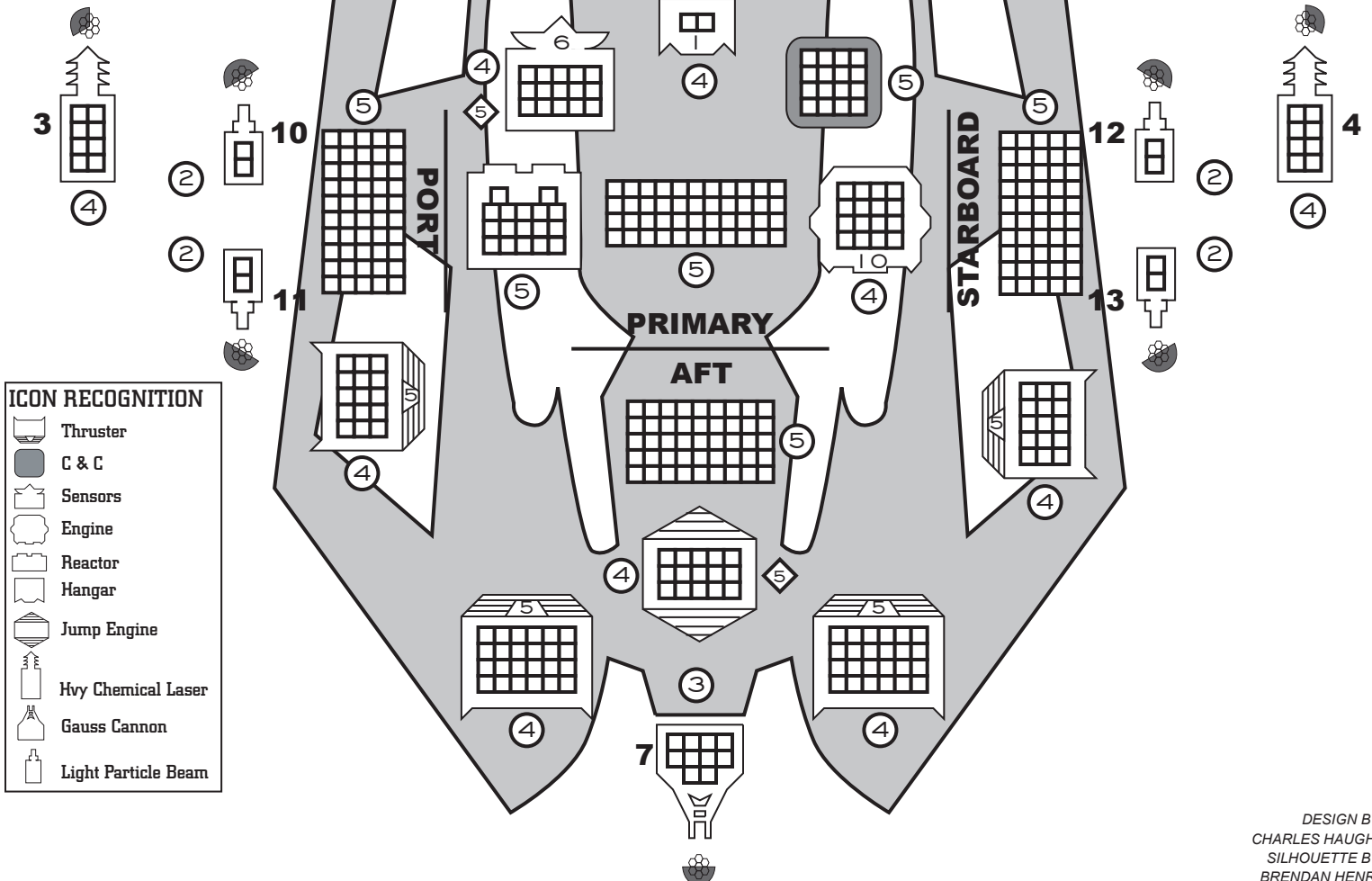
Target #6

## HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 9/14



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Hvy Chemical Laser
- Gauss Cannon
- Light Particle Beam