



Tokati Vampire Attack Cruiser

SPECS

Class: Capital Ship
In Service: 2254
Point Value: 675
Ramming Factor: 280
Jump Delay: 42 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

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

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: +1/+0/-
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Hvy Plasma Cannon

Class: Plasma
Modes: Standard
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
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 #3

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FORWARD HITS

1-4: Retro Thrust
5-7: Particle Lance
8-9: Nuclear Torpedo
10-12: Hvy Plasma Cannon
13-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Hvy Plasma Cannon
8-9: Lt Particle Beam
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Jump Engine
10-11: Hvy Plasma Cannon
12-13: Lt Particle Beam
14-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11-12: Sensors
13-15: 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

6 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 9/14

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ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Particle Lance
- Nuclear Torpedo
- Hvy Plasma Cannon
- Lt Particle Beam

