

# Tokati Wraith Gunship

## SPECS

Class: Medium Ship  
In Service: 2215  
Point Value: 280  
Ramming Factor: 50  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 14  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +12

## WEAPON DATA

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

## Chemical Laser

Class: Laser  
Modes: Raking (8)  
Damage: 3d10+8  
Range Penalty: -2 per 3 hexes  
Fire Control: +2/+2/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

## Particle Agitator

Class: Particle  
Modes: Standard  
Damage: 2d10+6  
Range Penalty: -1 per hex  
Fire Control: +2/+2/+0  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

## Plasma Pulsar

Class: Plasma  
Mode: Pulse  
Damage: 10 1d2 times  
(-1 per hex)  
Maximum Pulses: 3  
Grouping Range: +1 per 5  
Range Penalty: -1 per hex  
Fire Control: +2/+2/+2  
Intercept Rating: -1 per shot  
Rate of Fire: 1 per turn

## Particle Razor

Class: Particle  
Modes: Raking  
Damage: 2d10+10  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+1/-2  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	1	2	2	2	3	3	3	4	4
Turn Delay	1	1	1	1	2	2	2	3	3	3	4	4

## HANGAR

0 Fighters  
1 Shuttle: Thrust: 4  
Armor: 1 Defense: 9/14

## FORWARD HITS

1-4: Retro Thrust  
5-6: Plasma Burst  
7-8: Chemical Laser  
9-10: Particle Agitator  
11-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8: Particle Agitator  
9-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-9: Port/Stb Thrust  
10-12: Sensors  
13-15: Engine  
16: Hangar  
17-19: Reactor  
20: C&C

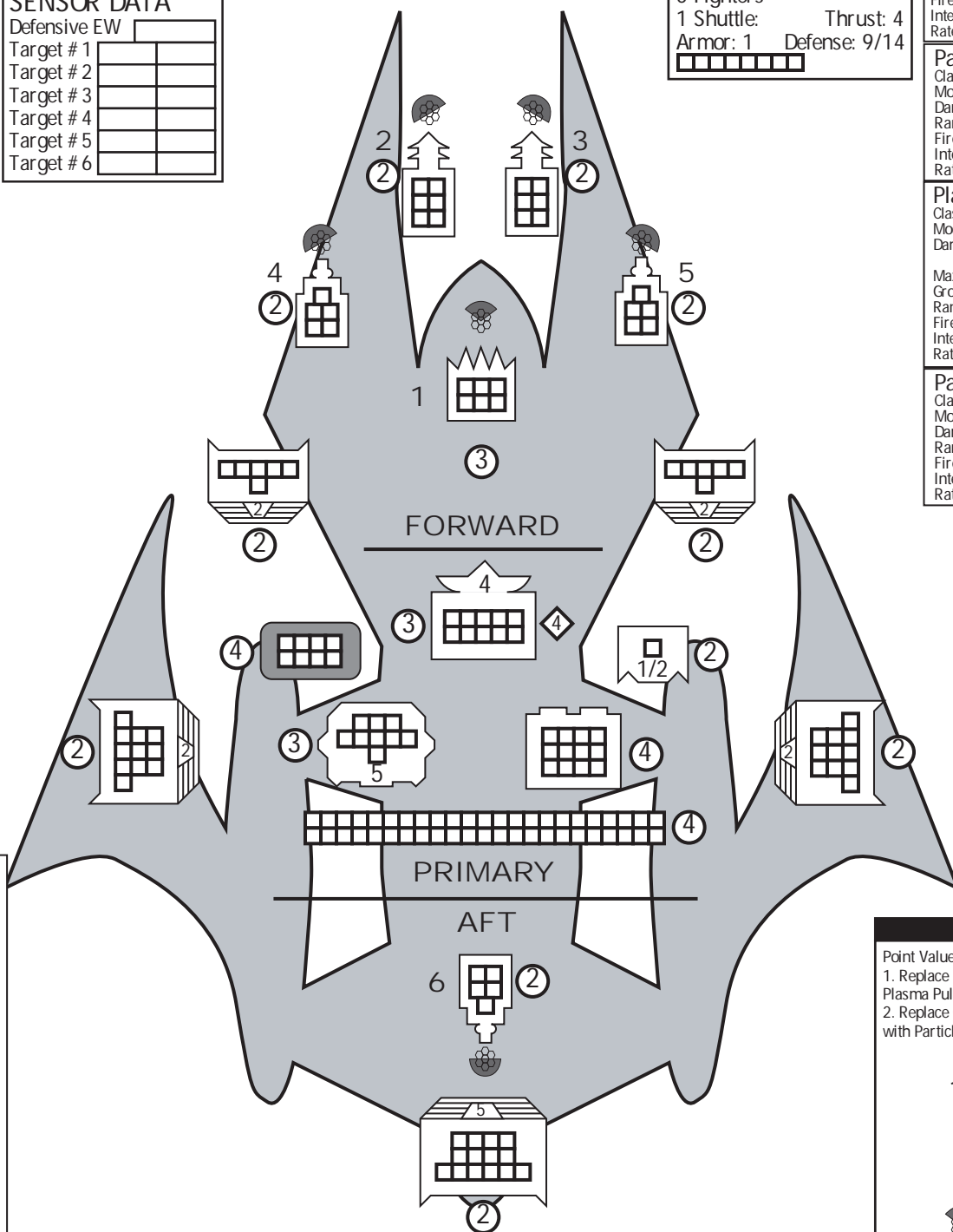
## SPECIAL NOTES

Atmospheric Capable

## SENSOR DATA

Defensive EW

Target #	1	2	3	4	5	6
Target # 1						
Target # 2						
Target # 3						
Target # 4						
Target # 5						
Target # 6						



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Plasma Pulsar
- Particle Razor
- Plasma Burst
- Chemical Laser
- Particle Agitator

## 2250 Refit

Point Value: 315  
1. Replace Plasma Burst 1  
Plasma Pulsar 1.  
2. Replace Chemical Lasers 2, and 3  
with Particle Razor 2, and 3.

