



Tokati Zombie Destroyer

SPECS

Class: Hvy Combat Vsl
In Service: 2237
Point Value: 450
Ramming Factor: 150
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +6

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	2	3	4	4	5	6	6	7	8	8

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

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

Plasma Burst

Class: Plasma
Modes: Flash
Dmg: 2d10 (-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

Particle Projector

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +2/+2/+1
Intercept Rating: -2
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

Nuclear Torpedo

Weapon #1



FORWARD HITS

1-3: Retro Thrust
4: Nuclear Torpedo
5-7: Particle Projector
8-9: Plasma Burst
10-12: Hvy Chemical Laser
13-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Particle Projector
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Port/Stb Thrust
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

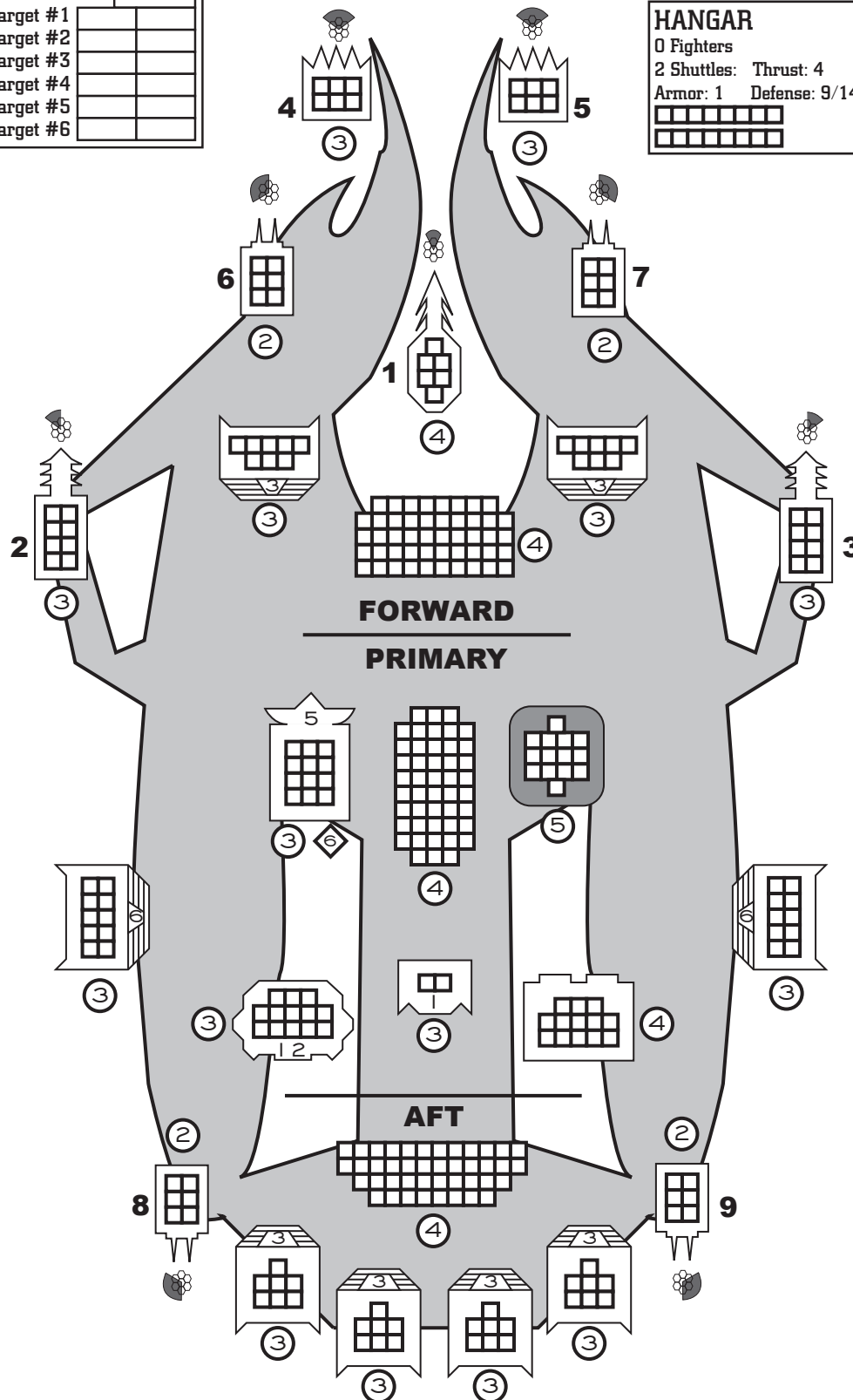
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 9/14



ICON RECOGNITION

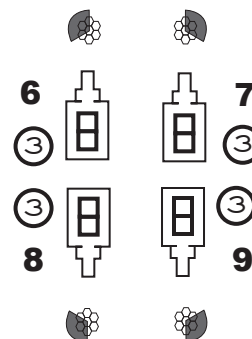
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Nuclear Torpedo
- Heavy Chemical Laser
- Plasma Burst
- Particle Projector
- Lt Particle Beam

STARBOARD

2251 Refit

Point Value: 475

1. Replace Particle Projectors 6, 7, 8, and 9 with Lt Particle Beams 6, 7, 8 and 9.



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