

Brakiri Avioki Heavy Cruisers

SPECS

Classification : Capital
In Service : 2204
Point Value : 725
Ramming Factor : 210
Jump Delay : 28 Turns

MANEUVERING

Turn Cost : 1 x Speed
Turn Delay : 1/2 x Speed
Accel/Decel Cost : 4
Pivot Cost : 3+3 Thrust
Roll Cost : 2+2 Thrust

COMBAT STATS

Fwd/Aft Defence : 13
Stb/Port Defence : 15
Engine Efficiency : 4/1
Extra Power : 0
Initiative Bonus : 0

WEAPON DATA

Graviton Beam
Class : Gravitic
Mode : Raking
Damage : 5d10+12
Range Penalty : -1 per 4 hexes
Fire Control : +3/+2/-5
Intercept Rating : n/a
Rate of Fire : 1 per 4 turns

Graviton Pulsar

Class : Gravitic
Mode : Pulse
Damage : 10 1d2 times
2 Extra Power : 1d3+1 pulses
4 Extra Power : 1d3+2 pulses
Maximum Pulses : 3, 4 or 5
Pulse Grouping : +1 per 4
Range Penalty : -1 per hex
Fire Control : +2/+2/+4
Intercept Rating : -1
Rate of Fire : 1 per turn

Gravitic Bolt

Class : Gravitic
Mode : Standard
Damage : 9
2 Extra Power : 12 damage
4 Extra Power : 15 damage
Range Penalty : -1 per hex
Fire Control : +2/+2/+4
Intercept Rating : -1
Rate of Fire : 1 per turn

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	1	2	2	3	3	4	4	5	5	6	6

SPECIAL NOTES

Gravitic Drive System

FORWARD HITS

1-4 : Retro Thruster
5-7 : Graviton Pulsar
8-18 : Forward Structure
19-20 : PRIMARY Hit

SIDE HITS

1-4 : Port/Stb Thruster
5-8 : Graviton Beam
9-18 : Port/Stb Structure
19-20 : PRIMARY Hit

AFT HITS

1-6 : Main Thruster
7-9 : Graviton Pulsar
10-18 : Aft Structure
19-20 : PRIMARY Hit

PRIMARY HITS

1-8 : Primary Structure
9-10 : Jump Engine
11-12 : Sensors
13-15 : Engine
16 : Hangar
17-19 : Reactor
20 : C & C

GRAVITIC BOLT

In scenarios set before 2250, replace all graviton pulsars with gravitic bolts, reducing the cost of the ship by 40 points.

