

Tolkid Tolkana Juggernaut

SPECS

Class: Capital Ship
In Service: 1505
Point Value: 950
Ramming Factor: 400
Jump Delay: 35 Turns

MANEUVERING

Turn Cost: 5/2 Speed
Turn Delay: 2x Speed
Accel/Decel Cost: 6 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 5+5 Thrust

COMBAT STATS

Fwd/Aft Defense: 18
Stb/Port Defense: 20
Engine Efficiency: 5/1
Extra Power: +0
Initiative Bonus: +1

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	3	5	8	10	13	15	18	20	23	25	28	30
Turn Delay	2	4	6	8	10	12	14	16	18	20	22	24

WEAPON DATA

Laser Cannon

Class: Laser
Modes: Raking (7)
Damage: 3d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +3/-1/-
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Very Hvy Autocannon

Class: Projectile
Modes: Raking (7)
Damage: 4d6+16
Range Penalty: -2 per 5 hexes
Fire Control: +2/-2/-
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Gatling Cannon

Class: Projectile
Modes: Raking (2)
Damage: 2d3+2
Range Penalty: -3 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
(vs Ballistic only)
Rate of Fire: 1 per turn

Missile Launcher

Class: Ballistic
Missiles: 6
Range Penalty: None
Fire Control: -1/-1/-2
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-4: Retro Thrust
5-11: Laser Cannon
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Missile Launcher
7-12: Very Hvy Autocannon
13-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-10: Aft Engine
11-12: Laser Cannon
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-9: Gatling Cannon
10-11: Jump Drive
12: Hangar
13-14: Sensors
15-17: Engine
18-19: Reactor
20: C & C

SPECIAL NOTES

Ammo Storage Level 3
Fission Reactor
Limited Sensors
Special Avail: Only 3 Exist

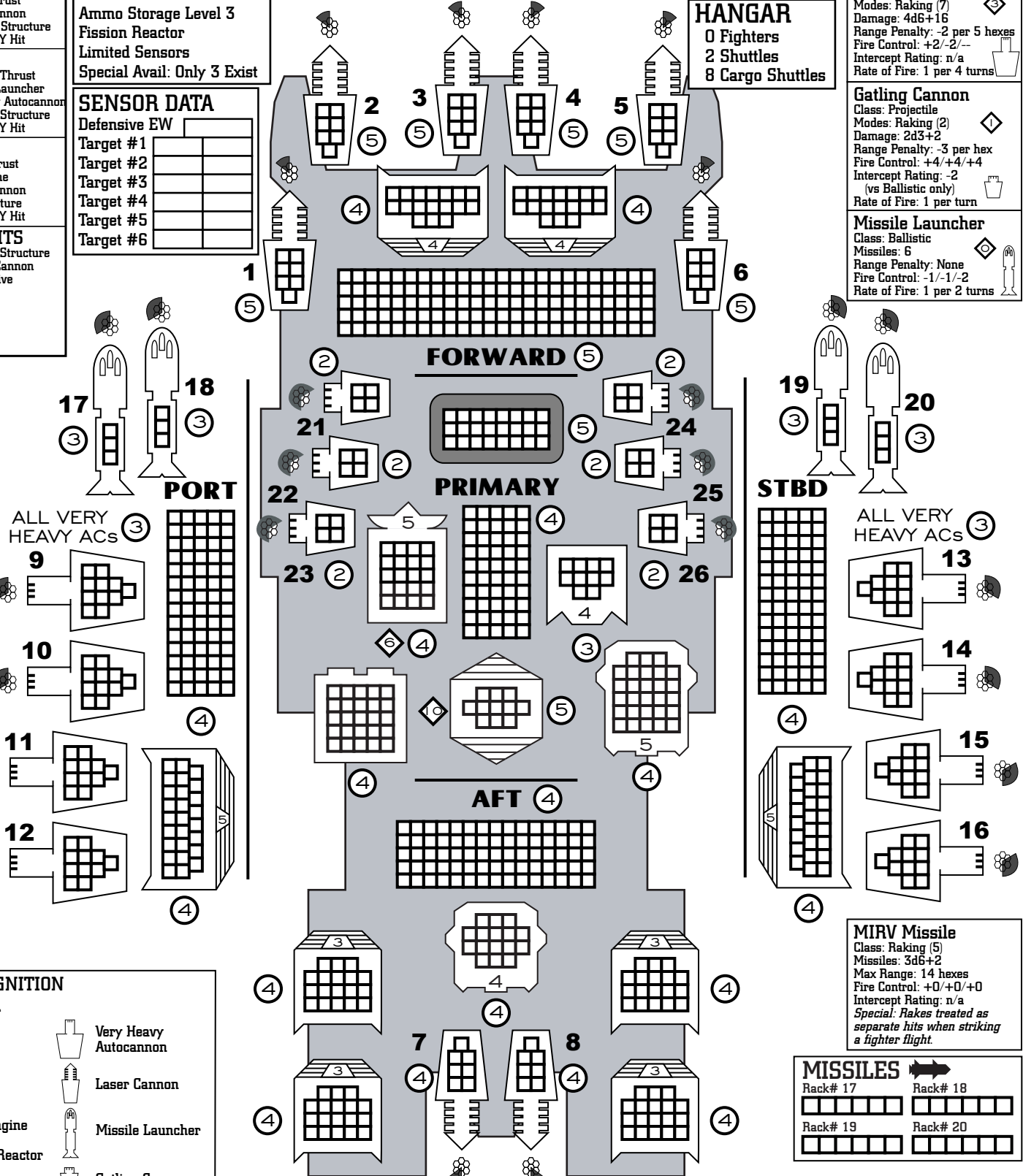
SENSOR DATA

Defensive EW

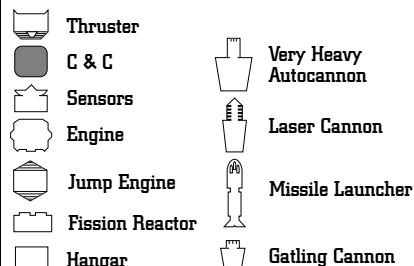
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR

0 Fighters
2 Shuttles
8 Cargo Shuttles



ICON RECOGNITION



MIRV Missile

Class: Raking (5)
Missiles: 3d6+2
Max Range: 14 hexes
Fire Control: +0/+0/+0
Intercept Rating: n/a
Special: Rakes treated as separate hits when striking a fighter flight.

MISSILES

Rack# 17	Rack# 18
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