

# Tolkid Va'Tao Battlecruiser

## SPECS

Class: Capital Ship  
In Service: 1498  
Point Value: 265  
Ramming Factor: 250  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 18  
Engine Efficiency: 5/1  
Extra Power: +1  
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

## 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

### Heavy Autocannon

Class: Projectile  
Modes: Raking (6)  
Damage: 3d6+12  
Range Penalty: -2 per 3 hexes  
Fire Control: +2/-1/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 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
- 5-6: Fuel Cell
- 7-9: Laser Cannon
- 10-12: Heavy Autocannon
- 13-18: Forward Structure
- 19-20: PRIMARY Hit

## SIDE HITS

- 1-4: Port/Stb Thrust
- 5: Fuel Cell
- 6-7: Missile Launcher
- 8-9: Gatling Cannon
- 10-18: Port/Stb Structure
- 19-20: PRIMARY Hit

## AFT HITS

- 1-6: Main Thrust
- 7: Fuel Cell
- 8-11: Heavy Autocannon
- 12-18: Aft Structure
- 19-20: PRIMARY Hit

## PRIMARY HITS

- 1-8: Primary Structure
- 9-11: Sensors
- 12-14: Engine
- 15-17: Hangar
- 18-19: Fuel Cell
- 20: C & C

## SPECIAL NOTES

Ammo Storage Level 2  
Fuel Cell Reactors  
Antiquated Sensors

## SENSOR DATA

Defensive EW

Target #1

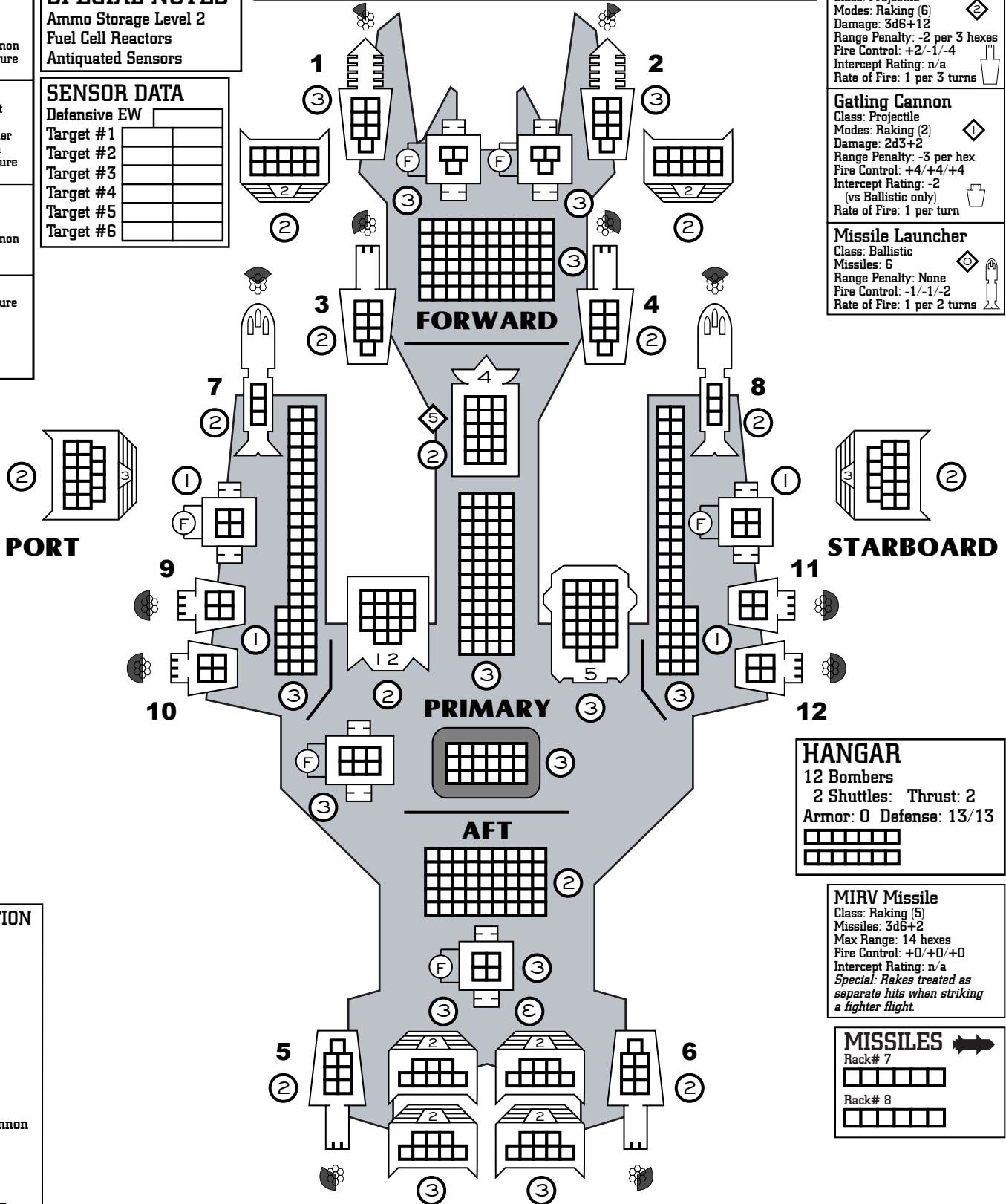
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Fuel Cell
- Hangar
- Heavy Autocannon
- Laser Cannon
- Gatling Cannon

## HANGAR

12 Bombers  
2 Shuttles: Thrust: 2  
Armor: 0 Defense: 13/13

## 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# 7  
[ ] [ ] [ ] [ ] [ ] [ ]  
Rack# 8  
[ ] [ ] [ ] [ ] [ ] [ ]