

## Tokati Zombie Destroyer

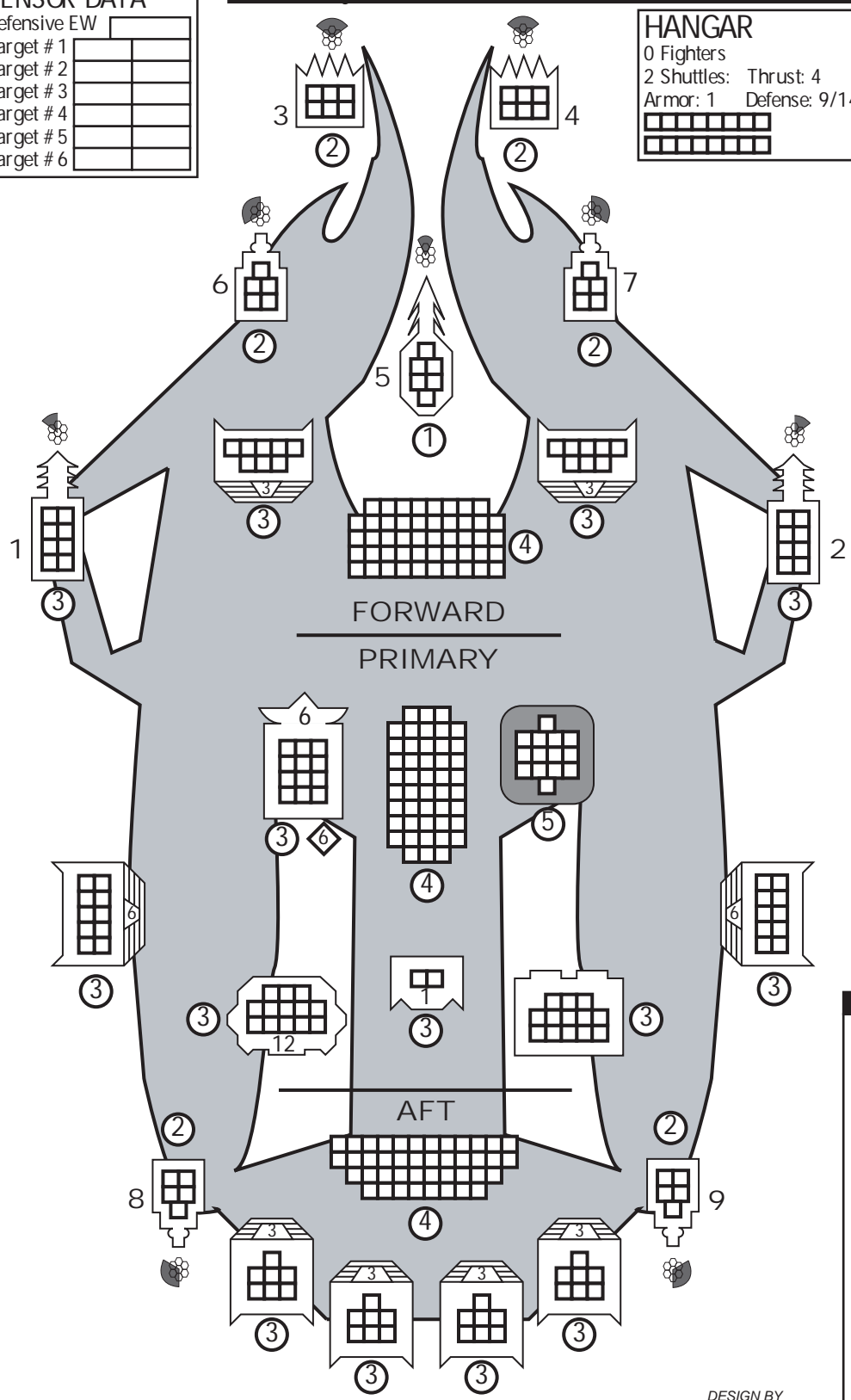
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2237	Turn Delay: 2/3 Speed	Stb/Port Defense: 16
Point Value: 360	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 150	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	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
<b>Nuclear Torpedo</b> Class: Ballistic + Plasma Modes: Flash Damage: 6d10 Range Penalty: None Max Range: 25 hexes Fire Control: +1/+0/-- Intercept Rating: n/a Rate of Fire: 1 per 4 turns
<b>Heavy Chemical Laser</b> Class: Laser Modes: 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
<b>Plasma Burst</b> 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
<b>Particle Agitator</b> 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
<b>Plasma Pulsar</b> 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
<b>Nuclear Torpedo</b> Weapon # 5 [Progress Bar]

FORWARD HITS
1-3: Retro Thrust
4: Nuclear Torpedo
5-7: Particle Agitator
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 Agitator
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
[Progress Bar]



ICON RECOGNITION
[Icon] Thruster
[Icon] C & C
[Icon] Sensors
[Icon] Engine
[Icon] Reactor
[Icon] Hangar
[Icon] Heavy Chemical Laser
[Icon] Plasma Burst
[Icon] Particle Agitator
[Icon] Nuclear Torpedo
[Icon] Plasma Pulsar

2251 Refit
Point Value: 400
1. Replace Particle Agitators 6, 7, 8, and 9 with Pl Pulsar 6, 7, 8 and 9.
[Refitted Ship Diagram]

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