



2ND EDITION

# Brakiri Rameshka Dreadnought

## SPECS

Class: Capital Ship  
 In Service: 2270  
 Point Value: 1350  
 Ramming Factor: 360  
 Jump Delay: 16 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
 Turn Delay: 1 x Speed  
 Accel/Decel Cost: 5 Thrust  
 Pivot Cost: 3+3 Thrust  
 Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 17 (14)  
 Stb/Port Defense: 19 (17)  
 Engine Efficiency: 4/1  
 Extra Power: 0  
 Initiative Bonus: +0

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	2	3	4	5	6	7	8	9	10	11	12

## WEAPON DATA

**Gravitic Lance**  
 Class: Gravitic  
 Mode: Sustained  
 Damage: 6d10+24  
 Range Penalty: -1 per 5 hexes  
 Fire Control: +3/+2/-5  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns  
 Can fire as two graviton beams at the same or different targets.

## 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

## Imp Graviton Beam

Class: Gravitic  
 Mode: Raking  
 Damage: 5d10+15  
 Range Penalty: -1 per 4 hexes  
 Fire Control: +5/+4/+1  
 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

## FORWARD HITS

- 1-4: Retro Thrust
- 5-7: Graviton Pulsar
- 8-10: Imp Graviton Beam
- 11-12: Gravitic Shield
- 13-18: Forward Structure
- 19-20: PRIMARY Hit

## SIDE HITS

- 1-4: Port/Stb Thrust
- 5-7: Gravitic Lance
- 8-9: Imp Graviton Beam
- 10-11: Graviton Pulsar
- 12-18: Port/Stb Structure
- 19-20: PRIMARY Hit

## AFT HITS

- 1-5: Main Thrust
- 6-7: Imp Graviton Beam
- 8-9: Graviton Pulsar
- 10-11: Gravitic Shield
- 12-18: Aft Structure
- 19-20: PRIMARY Hit

## PRIMARY HITS

- 1-6: Primary Structure
- 7-8: Shield Generator
- 9-10: Jump Engine
- 11-12: Sensors
- 13-14: Engine
- 15-17: Hangar
- 18-19: Reactor
- 20: C&C

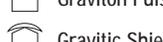
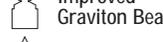
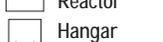
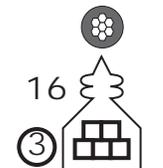
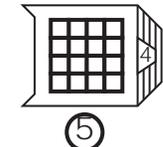
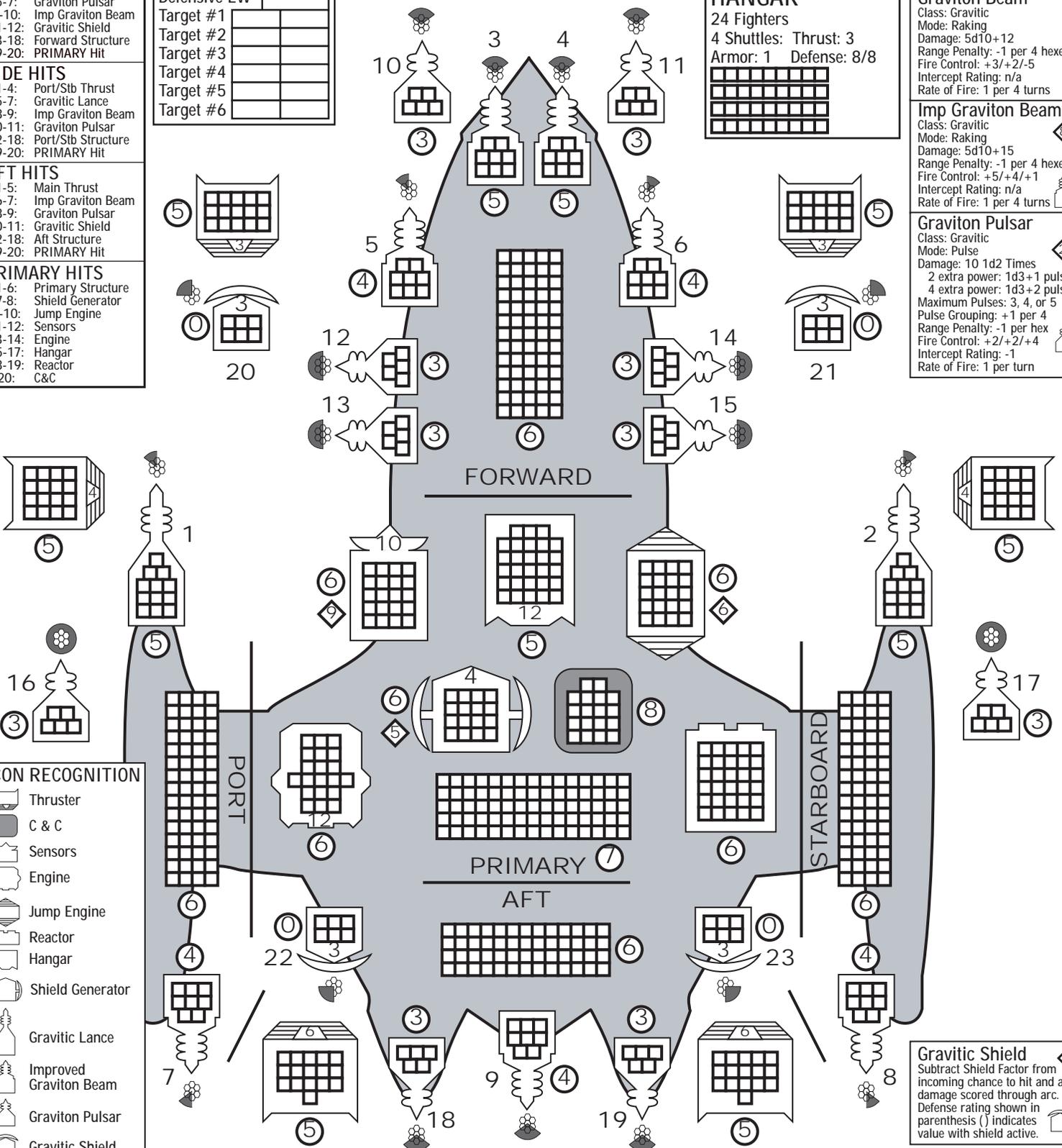
## SENSOR DATA

### Defensive EW

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

## HANGAR

24 Fighters  
 4 Shuttles: Thrust: 3  
 Armor: 1 Defense: 8/8



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Shield Generator
- Gravitic Lance
- Improved Graviton Beam
- Graviton Pulsar
- Gravitic Shield

## Gravitic Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis ( ) indicates value with shield active.