

INITIATIVE

SPEED

Name: _____ Counter: _____

Pak'ma'ra Jep'nan'u Traveling Market

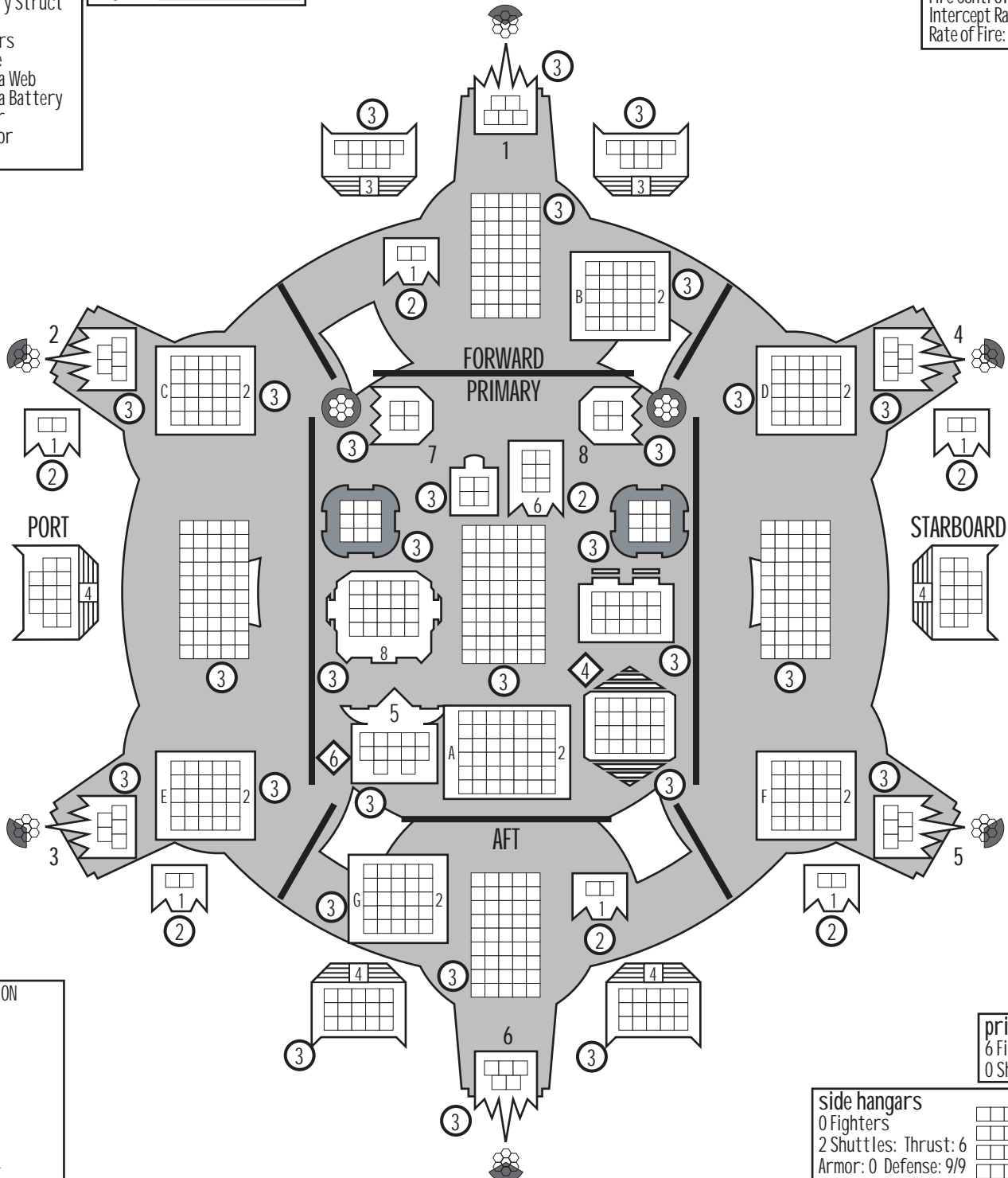
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2 x Speed	Fwd/Aft Defense: 18
In Service: 2225	Turn Delay: 2 x Speed	Stb/Port Defense: 18
Point Value: 425	Accel/Decel Cost: 6 Thrust	Engine Efficiency: 3/1
Ramming Factor: 360	Pivot Cost: 4+2 Thrust	Extra Power: 0
Jump Delay: 48 Turns	Roll Cost: n/a	Initiative Bonus: -1
Speed	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16	
Turn Cost	2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32	
Turn Delay	2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32	

WEAPON DATA	
Medium Plasma Cannon	3
Class: Plasma	
Mode: Standard	
Damage: 3d10+4 (-1 per 2 hexes)	
Range Penalty: -1 per hex	
Fire Control: +3/+1/-5	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Plasma Web	
Class: Plasma	
Mode: Standard	
Damage: 1d6+2 (antifighter mode)	
Range Penalty: n/a	
Fire Control: n/a	
Intercept Rating: -2	
Rate of Fire: 1 per turn	

SECTION HITS
1-4: Thruster
5-6: Cargo
7: Medium Plasma
8: Hangar
8-18: Structure
19-20: Primary Hit
PRIMARY HITS
1-7: Primary Struct
8-9: Cargo
10-11: Sensors
12-13: Engine
14: Plasma Web
15: Plasma Battery
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	

TURN DELAY
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20



ICON RECOGNITION	
	C&C
	Sensors
	Reactor
	Engine
	Hangar
	Thruster
	Medium Plasma Cannon
	Plasma Web
	Plasma Battery

primary hangar	
6 Fighters	
0 Shuttles	

side hangars	
0 Fighters	
2 Shuttles: Thrust: 6	
Armor: 0 Defense: 9/9	