


SPEED

Counter:

Pak'ma'ra Krel'ti Battlebarge

WEAPON DATA

Heavy Plasma Cannon
Class: Plasma
Mode: Standard
Damage: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Plasma Cannon
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

SENSOR DATA

- 1-4: Mega Plasma
- 5-8: Medium Plasma
- 9-10: Plasma Web
- 11: Plasma Battery
- 12-18: Forward Struct
- 19-20: Primary Hit

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

1-5: Cargo
6-8: Heavy Plasma
9-10: Medium Plasma
11-18: Port/Stb Struct
19-20: Primary Hit

1-7: Cargo
8-9: Heavy Plasma
10-18: Aft Struct
19-20: Primary Hit

1-13: Primary Structure
14-16: Hangar
17-19: Reactor
20: C&C









TURN DELAY

SPECIAL NOTES:
Unable to move without tug

Can obtain sensor bonus and additional power from tug when attached following normal power allocation rules.

Initiative cumulative with tug when attached.

ICON RECOGNITION

| | |
|---|----------------------|
|  | C&C |
|  | Sensors |
|  | Reactor |
|  | Hangar |
|  | Heavy Plasma Cannon |
|  | Medium Plasma Cannon |
|  | Plasma Web |
|  | Plasma Battery |

hangar

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

