

INITIATIVE
SPEED

Name: Counter:

Pak'ma'ra Sakul'tar Heavy Frigate

SPECS

Class: Hvy Combat Vsl
In Service: 2246
Point Value: 550
Ramming Factor: 130
Jump Delay: n/a

MANEUVERING

Turn Cost: 3/4 Speed
Turn Delay: 3/4 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+2 Thrust
Roll Cost: 2+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +5

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12
Turn Delay	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12

WEAPON DATA

Plasma Accelerator 5
Class: Plasma
Mode: Standard
Damage: 4d10+12 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Can fire at an accelerated ROF for less damage, as shown below:
1 per turn: 1d10+4 -1/hex
1 per 2 turns: 2d10+8 -1/hex

Heavy Plasma Cannon 5
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 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 2
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

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Plasma Accel
- 7: Heavy Plasma
- 8-9: Plasma Web
- 10-11: Plasma Battery
- 12-18: Forward Struct
- 19-20: Primary Hit

AFT HITS

- 1-6: Main Thrust
- 7: Heavy Plasma
- 8-9: Medium Plasma
- 10: Plasma Web
- 11: Plasma Battery
- 12-18: Aft Struct
- 19-20: Primary Hit

PRIMARY HITS

- 1-6: Primary Struct
- 7-8: Cargo
- 9-11: Port/Stb Thrust
- 12-13: Sensors
- 14-15: Engine
- 16: Hangar
- 17-19: Reactor
- 20: C&C

SENSOR DATA

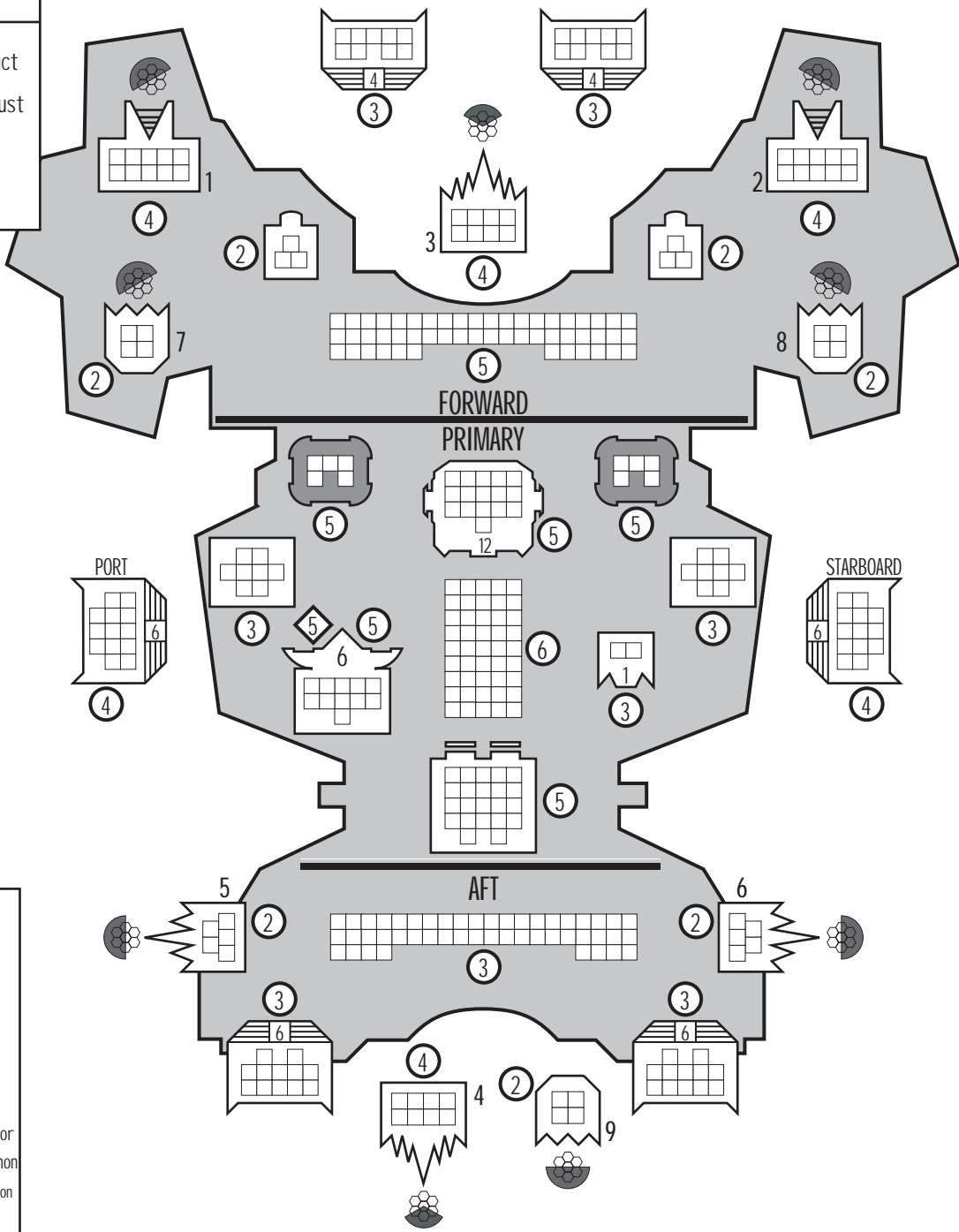
Defensive EW

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

SPECIAL NOTES:

Restricted Deployment: 33%

TURN DELAY



ICON RECOGNITION

- C&C
- Sensors
- Reactor
- Engine
- Hangar
- Thrustor
- Plasma Accelerator
- Heavy Plasma Cannon
- Medium Plasma Cannon
- Plasma Web
- Plasma Battery

hangar

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

