

Name:

Counter:

Pak'ma'ra Shal'pak Long Hauler

WEAPON DATA	
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	

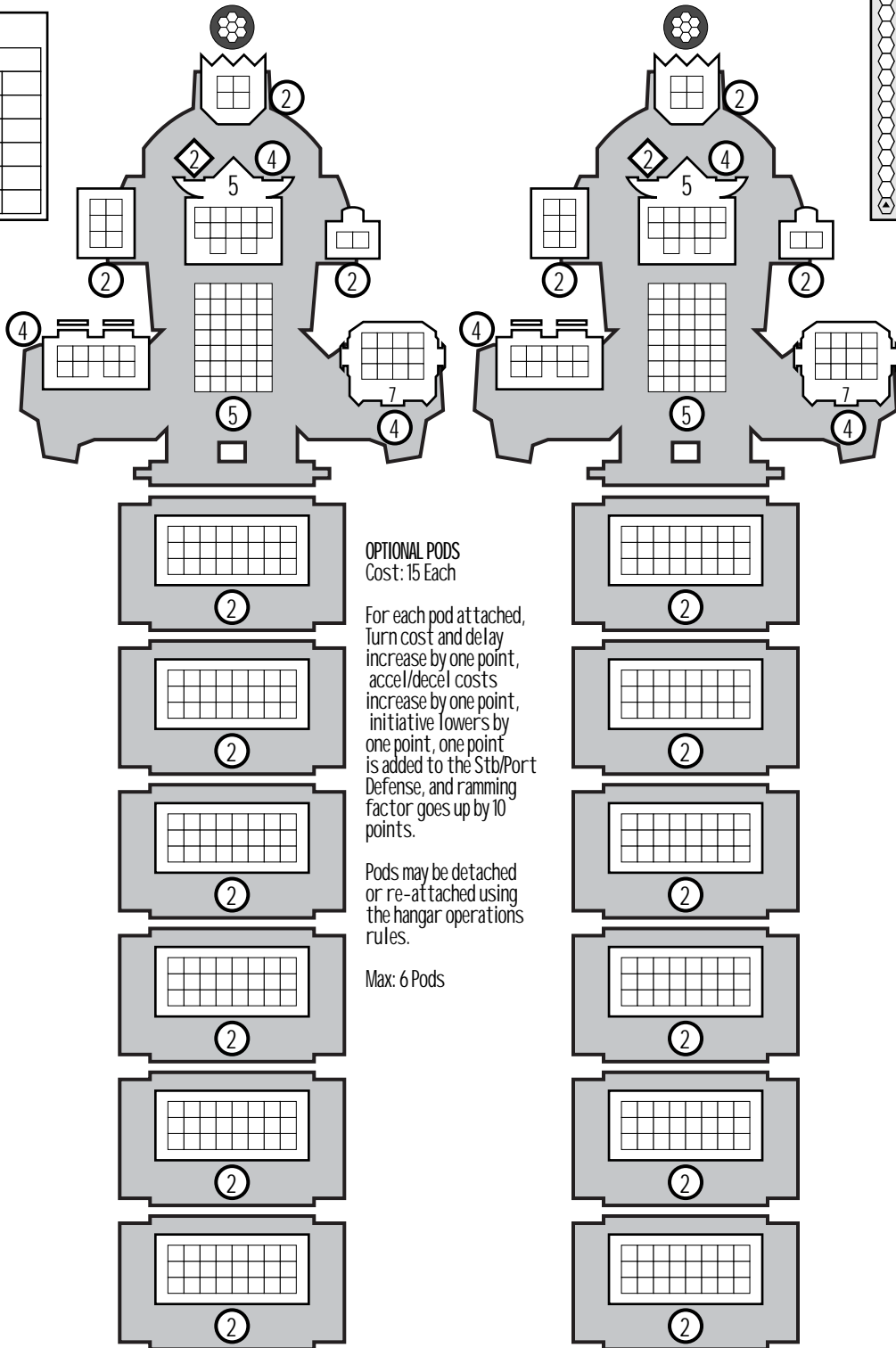
SPECS	MANEUVERING	COMBAT STATS
Class: Lt Combat Vsl	Turn Cost: 1/3 x Speed	Fwd/Aft Defense: 10
In Service: 2199	Turn Delay: 1/3 Speed	Stb/Port Defense: 11
Point Value: 75 each	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 35	Pivot Cost: 1 Thrust	Extra Power: 0
Jump Delay: n/a	Roll Cost: 1 Thrust	Initiative Bonus: +13
Speed	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16	
Turn Cost	1 1 1 2 2 2 3 3 3 4 4 4 4 5 5 5 6	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4 4 5 5 5 6	

HIT LOCATION
1-10: Structure
11-13: Cargo
14-15: Plasma Web
16: Plasma Battery
17-18: Drive
19: Reactor
20: Control

SPECIAL NOTES
As the Long Hauler has no offensive weaponry which uses OEW, all sensor points may be used for defense.

TURN DELAY	SENSOR DATA	
○	Defensive EW	
○	Target #1	
○	Target #2	
○	Target #3	
○	Target #4	
○	Target #5	
○	Target #6	
○	INITIATIVE	SPEED

TURN DELAY	SENSOR DATA	
○	Defensive EW	
○	Target #1	
○	Target #2	
○	Target #3	
○	Target #4	
○	Target #5	
○	Target #6	
○	SPEED	INITIATIVE



OPTIONAL PODS
Cost: 15 Each

For each pod attached, Turn cost and delay increase by one point, accel/decel costs increase by one point, initiative lowers by one point, one point is added to the Stb/Port Defense, and ramming factor goes up by 10 points.

Pods may be detached or re-attached using the hangar operations rules.

Max: 6 Pods

ICON RECOGNITION	
☺	Control
☹	Reactor
⚙	Engine
☼	Plasma Web
☼	Plasma Battery