

Name:

Counter:

Pak'ma'ra Shiv'ta Armed Hauler

SPECS

Class: Lt Combat Vsl
 In Service: Varies
 Point Value: Varies
 Ramming Factor: 30
 Jump Delay: n/a

MANEUVERING

Turn Cost: 1/4 x Speed
 Turn Delay: 1/4 Speed
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 10
 Stb/Port Defense: 11
 Engine Efficiency: 1/1
 Extra Power: 0
 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	1	2	2	2	2	3	3	3	3	4	4	4	4
Turn Delay	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4

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

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

HIT LOCATION

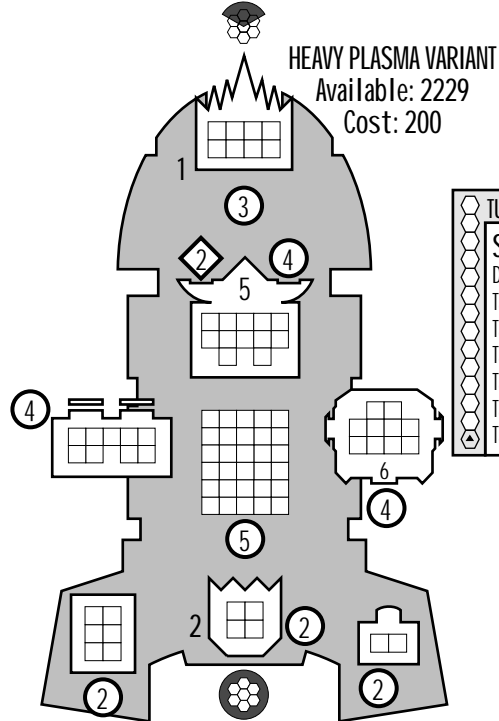
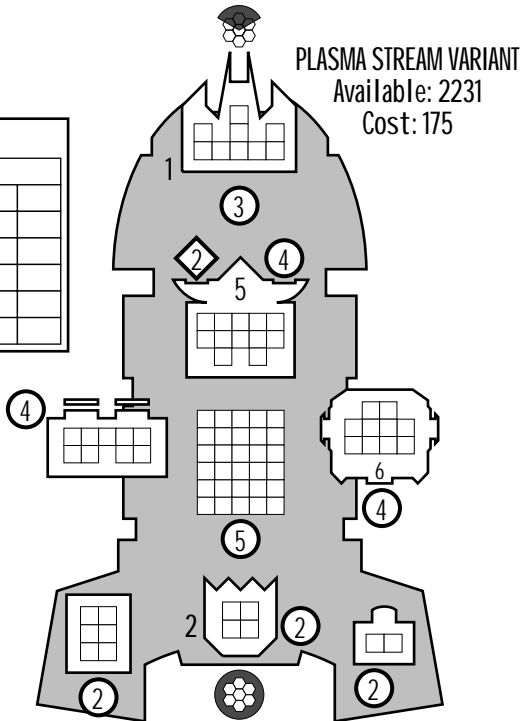
1-10:	Structure
11-12:	PS / HPIC
13-14:	Plasma Web
15:	Plasma Battery
16:	Cargo
17-18:	Drive
19:	Reactor
20:	Control

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

HIT LOCATION

1-11:	Structure
12-13:	MPIC / PA
14:	Plasma Web
15:	Plasma Battery
16:	Cargo
17-18:	Drive
19:	Reactor
20:	Control

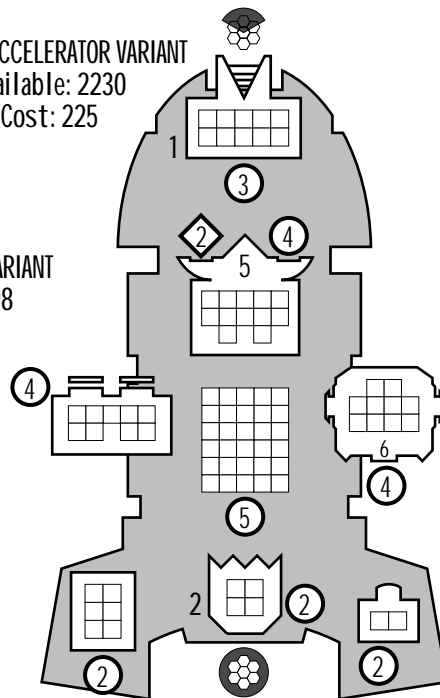
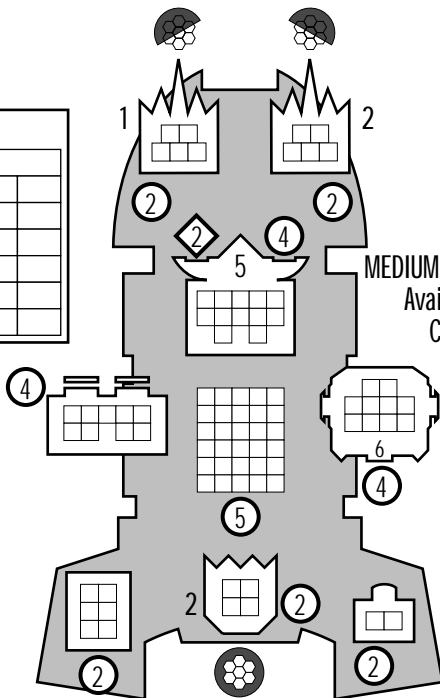
TURN DELAY

SENSOR DATA

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

INITIATIVE	SPEED

PLASMA ACCELERATOR VARIANT
 Available: 2230
 Cost: 225



Plasma Stream 7
 Class: Plasma
 Mode: Standard
 Damage: 3d10+4 (-1 per hex)
 Range Penalty: -1 per hex
 Fire Control: +2/+2/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
 Special: Each sub-volley is mitigated by armor, and each full sub-volley which strikes a system degrades armor there by 1 point permanently

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

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

ICON RECOGNITION

- Control
- Reactor
- Engine
- Plasma Accelerator
- Plasma Web
- Plasma Battery
- Heavy Plasma Cannon
- Medium Plasma Cannon
- Plasma Stream

TURN DELAY

SENSOR DATA

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

SPEED	INITIATIVE