

INITIATIVE
SPEED

Name: Counter:

Pak'ma'ra Ta'sesh'ku Armed Heavy Tug

SPECS Class: Hvy Combat Vsl In Service: 2230 Point Value: 375 Ramming Factor: 125 Jump Delay:n/a	MANEUVERING Turn Cost: 1/3 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+1 Thrust Roll Cost: 1+0 Thrust	COMBAT STATS Fwd/Aft Defense: 13 Stb/Port Defense: 14 Engine Efficiency: 2/1 Extra Power: 4 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

- Heavy Grappling Claw** 0
Attaches the tug to the target vessel or barge. Heavy grapple allows both units to perform maneuvers as per target movement rules for standard grapples.
- 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: Main Thrust
 - 5-7: Medium Plasma
 - 8-9: Grappling Claw
 - 10: Plasma Battery
 - 11-17: Forward Struct
 - 18-20: Primary Hit

SENSOR DATA

Defensive EW

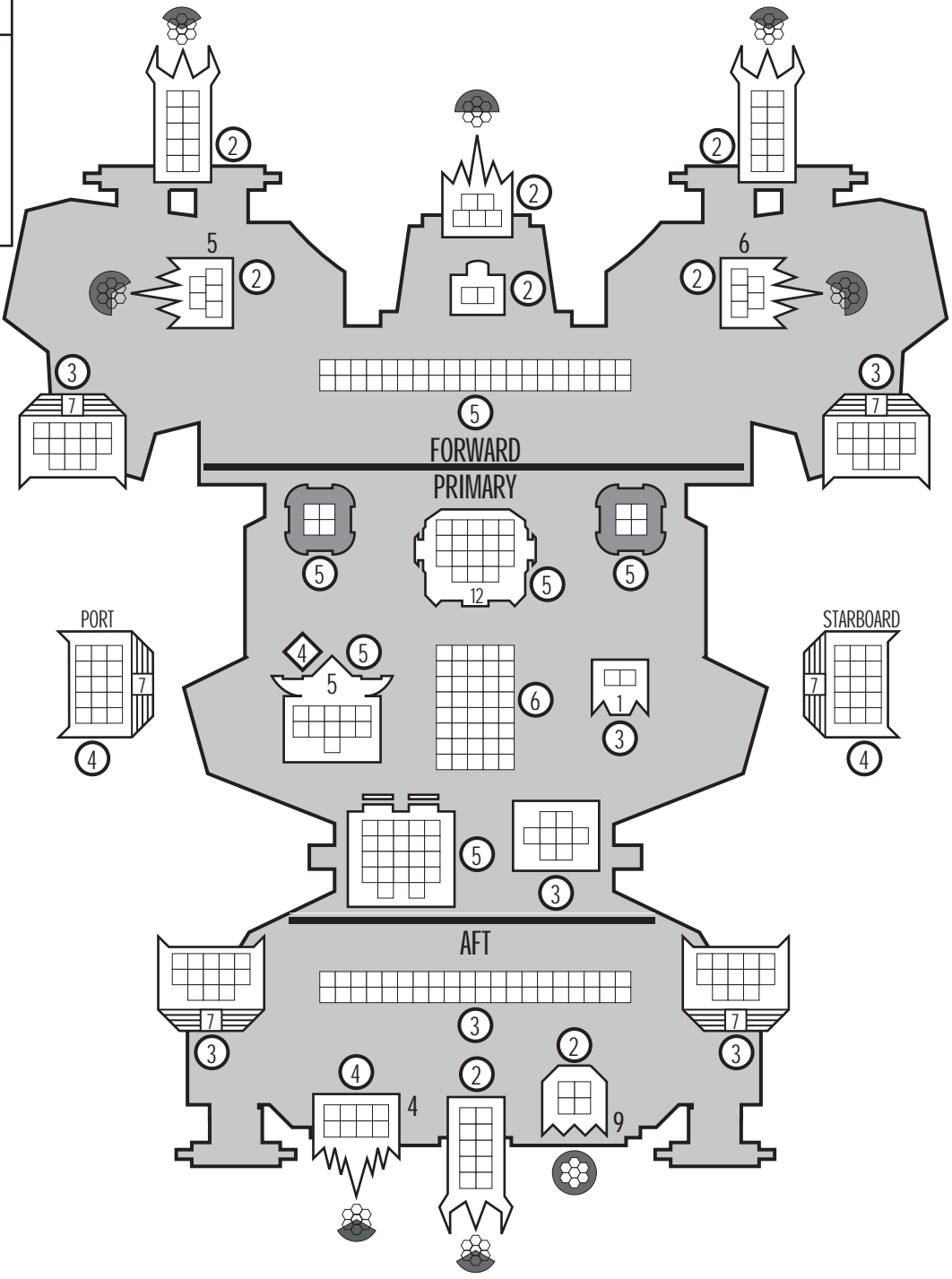
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

- AFT HITS**
- 1-6: Retro Thrust
 - 7-8: Heavy Plasma
 - 9: Grappling Claw
 - 10: Plasma Web
 - 11-17: Aft Struct
 - 18-20: Primary Hit

- PRIMARY HITS**
- 1-6: Primary Struct
 - 7: Cargo
 - 8-10: Port/Stb Thrust
 - 11-12: Sensors
 - 13-15: Engine
 - 16: Hangar
 - 17-19: Reactor
 - 20: C&C

TURN DELAY

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- ICON RECOGNITION**
- C&C
 - Sensors
 - Reactor
 - Engine
 - Hangar
 - Thruster
 - Cargo
 - Heavy Grappling Claw
 - Heavy Plasma Cannon
 - Medium Plasma Cannon
 - Plasma Web
 - Plasma Battery

hangar

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