

INITIATIVE  
SPEED

RESH'KAS'U VARIANT (common) Name: Counter:

# Pak'ma'ra Tor'lok'e Cruiser

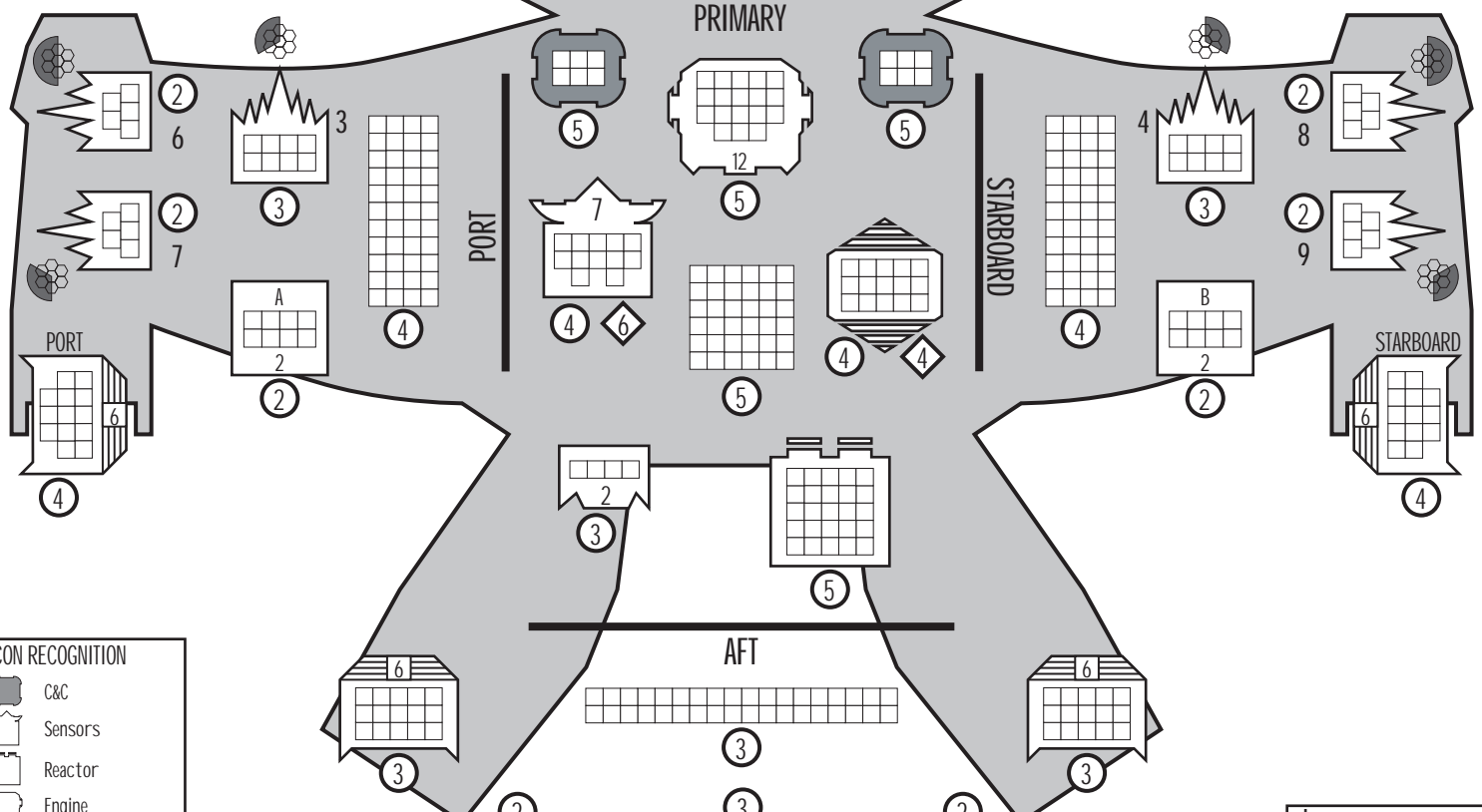
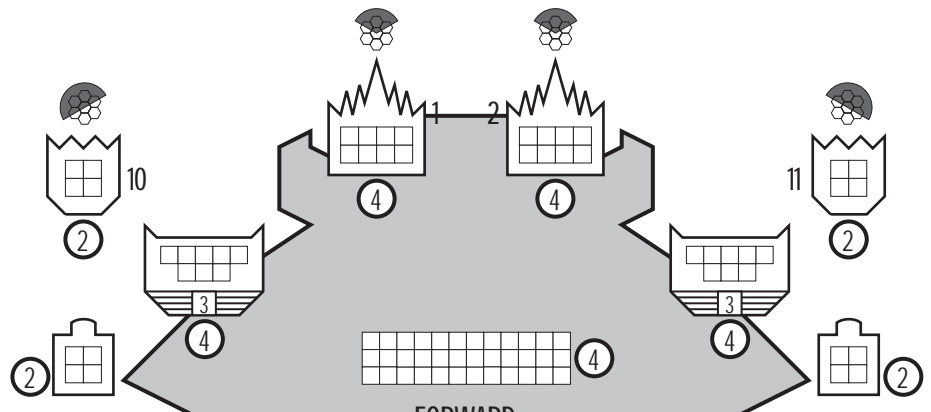
<b>SPECS</b> Class: Capital Ship In Service: 2205 Point Value: 650 Ramming Factor: 200 Jump Delay: 48 Turns	<b>MANEUVERING</b> Turn Cost: 1x Speed Turn Delay: 1x Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 4+2 Thrust Roll Cost: 2+1 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 16 Stb/Port Defense: 16 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: -1
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<b>WEAPON DATA</b> 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	5
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	3
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	2

<b>FORWARD HITS</b> 1-3: Retro Thrust 4-5: Plasma Battery 6-7: Heavy Plasma 8: Medium Plasma 9-10: Plasma Web 11-18: Forward Struct 19-20: Primary Hit
<b>SIDE HITS</b> 1-4: Port/Stb Thrust 5: Heavy Plasma 6-7: Medium Plasma 8-9: Cargo 10-18: Port/Stb Struct 19-20: Primary Hit
<b>AFT HITS</b> 1-5: Main Thrust 6-7: Heavy Plasma 8-9: Plasma Web 10-18: Aft Struct 19-20: Primary Hit
<b>PRIMARY HITS</b> 1-8: Primary Struct 9-10: Jump Drive 11-12: Sensors 13-14: Engine 15-16: Hangar 17-19: Reactor 20: C&C

<b>SENSOR DATA</b>
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

<b>TURN DELAY</b>
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16



<b>ICON RECOGNITION</b>
C&C
Sensors
Reactor
Engine
Hangar
Thruster
Heavy Plasma Cannon
Medium Plasma Cannon
Plasma Web
Plasma Battery

<b>hangar</b> 0 Fighters 4 Shuttles: Thrust: 6 Armor: 0 Defense: 9/9																								
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