

INITIATIVE
SPEED

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

Pak'ma'ra Tor'lok'e Cruiser

SPECS Class: Capital Ship In Service: 2205 Point Value: 650 Ramming Factor: 200 Jump Delay: 48 Turns	MANEUVERING Turn Cost: 1x Speed Turn Delay: 1x Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 4+2 Thrust Roll Cost: 2+1 Thrust	COMBAT STATS Fwd/Aft Defense: 16 Stb/Port Defense: 16 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: -1
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WEAPON DATA Mega Plasma Cannon Class: Plasma Mode: Standard Damage: 6d10+12 (-1 per 2 hexes) Range Penalty: -1 per 2 hexes Fire Control: +3/+1/-5 Intercept Rating: n/a Rate of Fire: 1 per 4 turns	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	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	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
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FORWARD HITS 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	SENSOR DATA Defensive EW Target #1 Target #2 Target #3 Target #4 Target #5 Target #6
SIDE HITS 1-4: Port/Stb Thrust 5: Heavy Plasma 6-7: Medium Plasma 8-9: Cargo 10-18: Port/Stb Struct 19-20: Primary Hit	TURN DELAY
AFT HITS 1-5: Main Thrust 6-7: Heavy Plasma 8-9: Plasma Web 10-18: Aft Struct 19-20: Primary Hit	
PRIMARY HITS 1-8: Primary Struct 9-10: Jump Drive 11-12: Sensors 13-14: Engine 15-16: Hangar 17-19: Reactor 20: C&C	

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

