Name: Counter:

Pak'ma'ra Ursh'kep'tar'u Commerce Hub

SPECS	MANEUVERING	COMBAT STATS
Class: Enormous Base	Turn Cost: n/a	Fwd/Aft Defense: 22
In Service:2225	Turn Delay: n/a	Stb/Port Defense: 22
Point Value:4000	Accel/Decel Cost: n/a	Engine Efficiency: n/a
Ramming Factor:880	Pivot Cost: n/a	Extra Power: 0
Jump Delay:n/a	Roll Cost: n/a	Initiative Bonus: n/a

SECTION HITS

1:	Ranged Fuser
2-3:	Mega Plasma
4-5:	Plasma Accel
6-7:	Plasma Web
8:	Plasma Battery
9:	Hangar
10-11:	Cargo
12-13:	Reactor
14-18:	Section Struct
19-20:	Primary Hit

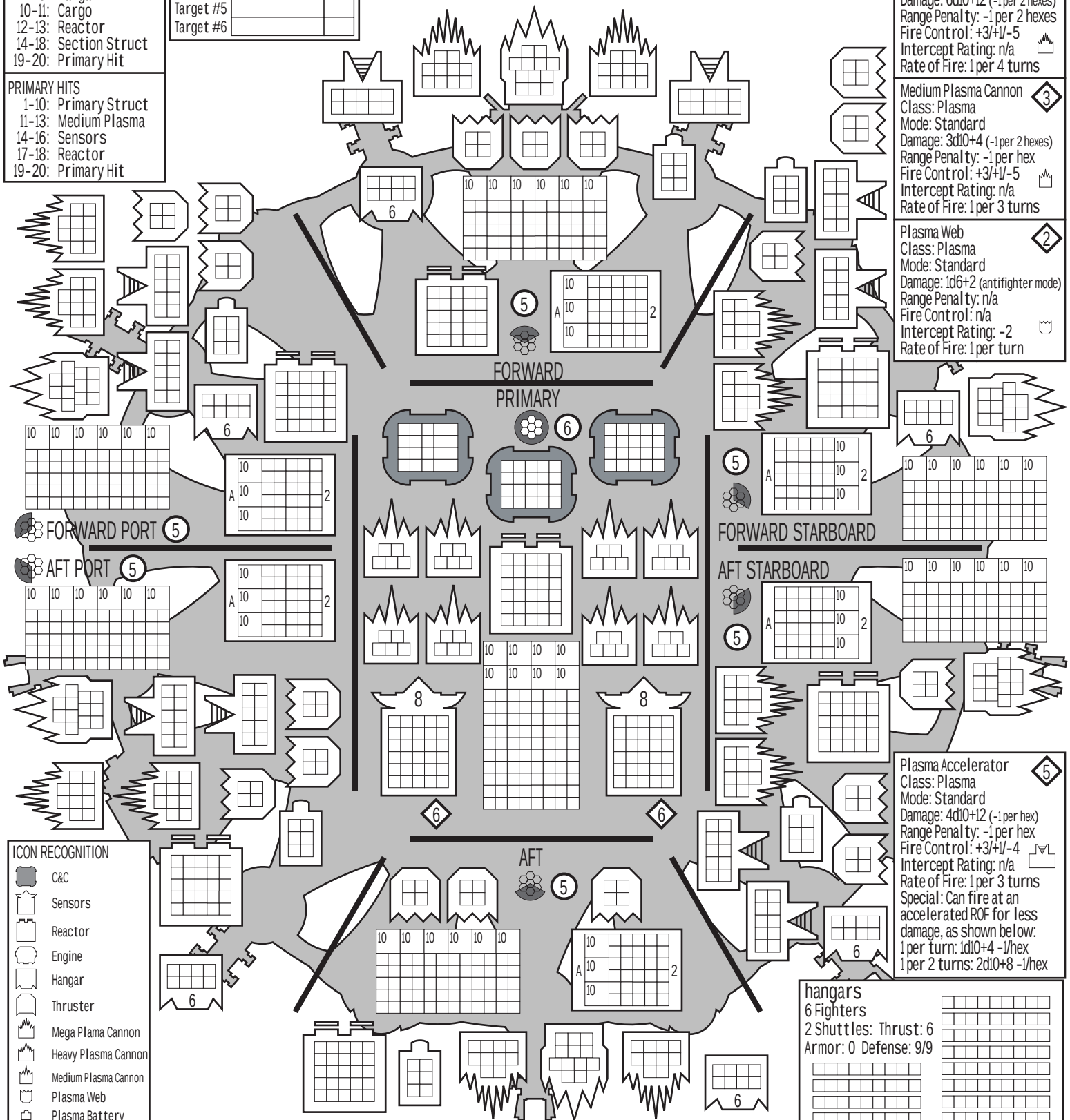
PRIMARY HITS

1-10:	Primary Struct
11-13:	Medium Plasma
14-16:	Sensors
17-18:	Reactor
19-20:	Primary Hit

SENSOR DATA

Defensive EW

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



WEAPON DATA

Ranged Fuser (12)
Class: Plasma
Mode: Flash
Damage: 6d10+12 (-1 per 4 hexes)
Range Penalty: -1 per 4 hexes
Fire Control: +5/+3/--
Intercept Rating: n/a
Rate of Fire: 1 per 5 turns

Mega Plasma Cannon (8)
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

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

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

ICON RECOGNITION

- C&C
- Sensors
- Reactor
- Engine
- Hangar
- Thruster
- Mega Plama Cannon
- Heavy Plasma Cannon
- Medium Plasma Cannon
- Plasma Web
- Plasma Battery

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