INITIATIVE

SPEED

Name: Counter:

Pak'ma'ra Zrit'anash Military Transport

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 14
In Service:2230	Turn Delay: 1/2 Speed	Stb/Port Defense: 13
Point Value: 475	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor:130	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay:n/a	Roll Cost: 2+2 Thrust	Initiative Bonus: +7

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

SPECIAL NOTES:
Special Hull Arrangement
(No Fwd/Aft Hits)

SIDE HITS
- 1-3: Port/Stb Thrust
- 4-7: Medium Plasma
- 8: Plasma Web
- 9: Plasma Battery
- 10-18: Structure
- 19-20: Primary Hit

PRIMARY HITS
- 1-8: Primary Struct
- 9-11: Fwd/Aft Thrust
- 12: Heavy Plasma
- 13-14: Sensors
- 15-16: Engine
- 17: Hangar
- 18-19: Reactor
- 20: C&C

SENSOR DATA

Defensive EW

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

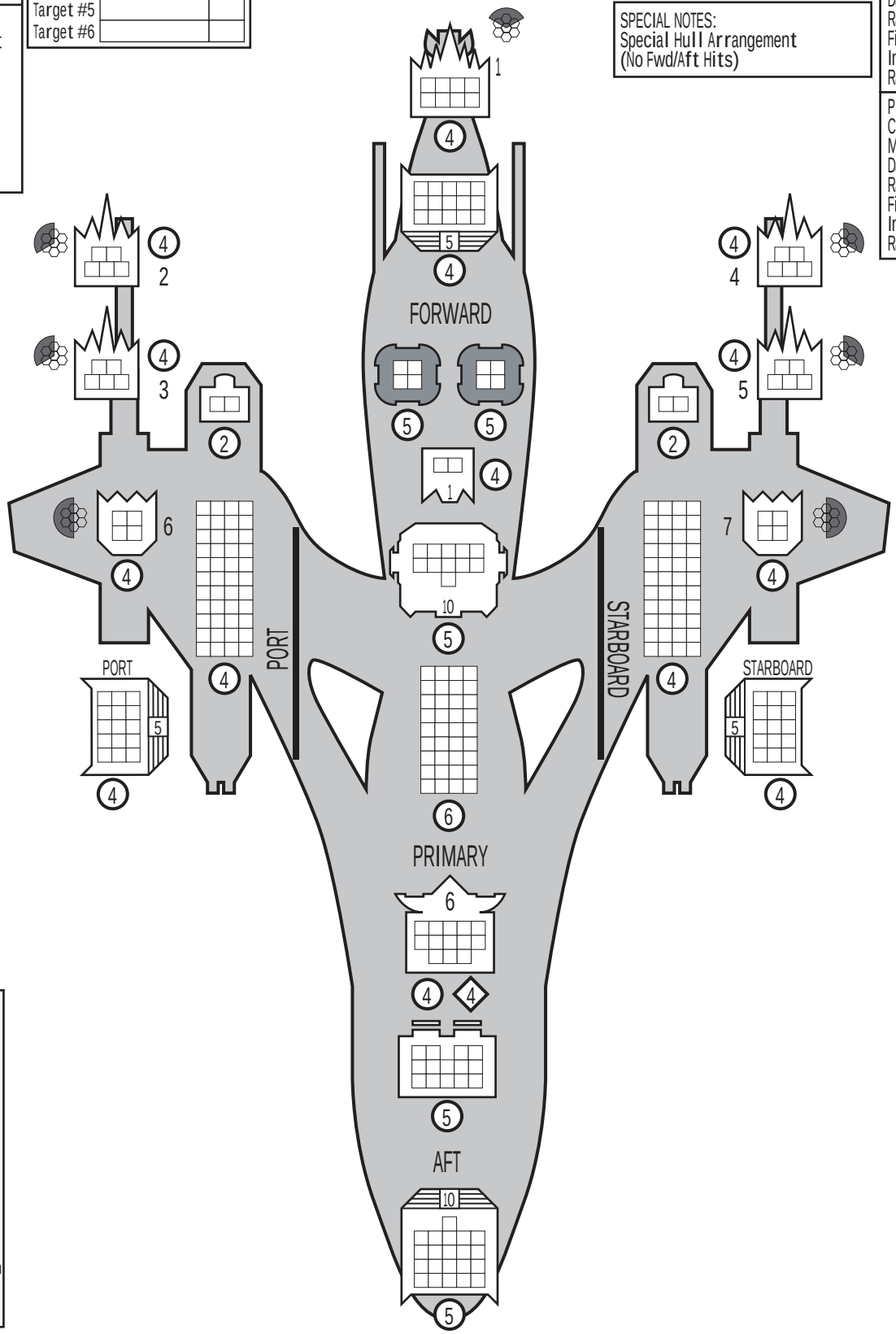
WEAPON DATA

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

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

TURN DELAY



ICON RECOGNITION
- C&C
- Sensors
- Reactor
- Engine
- Hangar
- Thruster
- Quarters
- Medium Plasma Cannon
- Heavy Plasma Cannon
- Plasma Web
- Plasma Battery

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