

Rare

Version 1: 2E/FM-NAR

Name: \_\_\_\_\_

Counter: \_\_\_\_\_



# Hurr Borokata Strikeship

## SPECS

Class: Capital Ship  
In Service: 2258  
Point Value: 600  
Ramming Factor: 260  
Jump Delay: 36 Turns

## MANEUVERING

Turn Cost: 3/2 Speed  
Turn Delay: 3/2 Speed  
Accel/Decel Cost: 6 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 4+4 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 17  
Engine Efficiency: 5/1  
Extra Power: 0  
Initiative Bonus: +0

## WEAPON DATA

**Mega Plasma Cannon**  
Class: Plasma  
Modes: Standard  
Dmg: 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

## Standard Particle Beam

Class: Particle  
Modes: Standard  
Damage: 1d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+4/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## Class-R Missile Rack

Class: Ballistic  
Missiles: 20  
Range Penalty: None  
Fire Control: +3/+3/+3  
Rate of Fire: 1 per turn

## SPECIAL NOTES

Type L & P missiles included in CPV

## FORWARD HITS

1-4: Retro Thrust  
5-8: Mega Plasma Cannon  
9-11: Missile Rack  
12-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-6: Port/Stb Thrust  
7-10: Std Particle Beam  
11-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Jump Drive  
9-13: Engine  
14-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-12: Primary Struct  
13-15: Sensors  
16: Hangar  
17-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

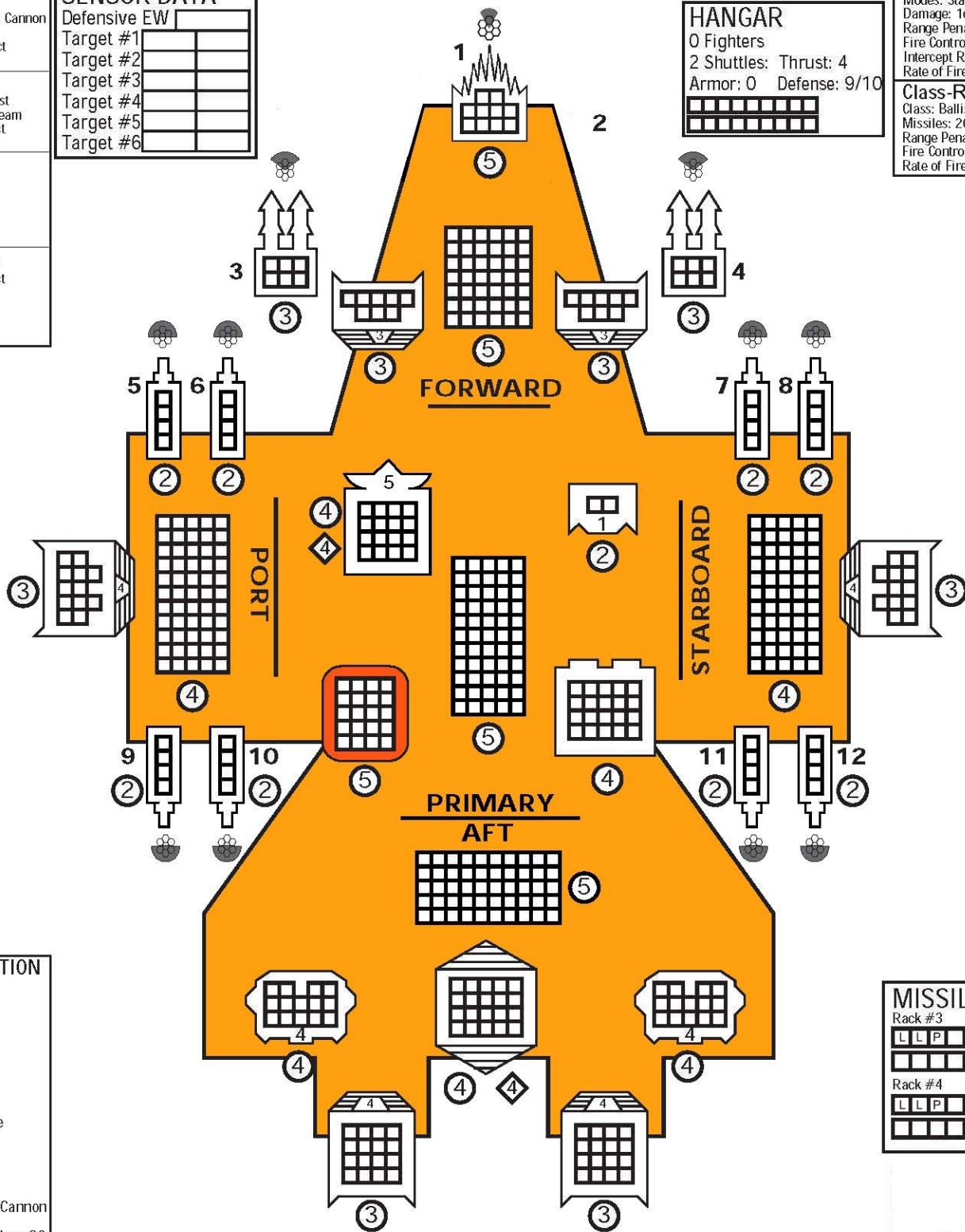
Target #6

## HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 9/10



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Hvy Plasma Cannon
- Class-R or Class-S0 Missile Rack
- Std Particle Beam

## MISSILES

Rack #3

L L P

L L P

L L P

L L P

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