

Medushaan Konar Jump Ship

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Def: 15
In Service: 2232	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 300	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 190	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 32 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA
Plasma Bolt Gun
Class: Plasma
Modes: Standard
Dmg: 1d10+4 (-2 per hex)
Range Penalty: -2 per hex
Fire Control: +0/+0/+4
Intercept Rating: n/a
Rate of Fire: 1 per turn
Twin Ultra-Light Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 2d6+4 (-1 per 2 hexes)
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -1
Rate of Fire: 2 per turn

FORWARD HITS
1-4: Retro Thrust
5-7: Plasma Bolt Gun
8-18: Forward Structure
19-20: PRIMARY Hit
SIDE HITS
1-5: Port/Stb Thrust
6-9: Plasma Bolt Gun
10-18: Port/Stb Structure
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-8: Plasma Bolt Gun
9-11: Jump Engine
12-18: Aft Structure
19-20: PRIMARY Hit
PRIMARY HITS
1-10: Primary Structure
11-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES
Limited Availability (33%)
SENSOR DATA
Defensive EW
Target # 1
Target # 2
Target # 3
Target # 4
Target # 5
Target # 6

MAIN HANGAR
0 Fighters
6 Shuttles: Thrust: 5
Armor: 1 Defense: 8/10

2236 Refit
Point Value: 480
1. Replace PI Bolt Guns 1, 2, 3, 4, 5, and 6 with Twin Ult PI Cannon 1, 2, 3, 4, 5 and 6.

ICON RECOGNITION
Thrust
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Plasma Bolt Gun
Twin Ultralight Plasma Cannon

