

Medushaan Darra class Attack Leader

SPECS

Class: Medium Ship
In Service: 2252
Point Value: 460
Ramming Factor: 50
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2 Thrust
Roll Cost: 2 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 13
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +12

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

WEAPON DATA

Plasma Cutter

Class: Plasma
Modes: Raking (8)
Dmg: 5d10+25 (-2 per hex)
Range Penalty: -1 per hex
Fire Control: +1/+0/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Plasma Repeater

Class: Plasma
Modes: Standard
Dmg: 2d10+3 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Can store up to 3 shots. Can fire all or separately

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
5-6: Plasma Cutter
7-9: Plasma Repeater
10-12: Twin Ult Plasma Cn
13-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-11: Sensors
12-14: Engine
15-16: Hangar
17-18: Reactor
19-20: C&C

SPECIAL NOTES

Agile Ship

SENSOR DATA

Defensive EW

Target # 1

Target # 2

Target # 3

Target # 4

Target # 5

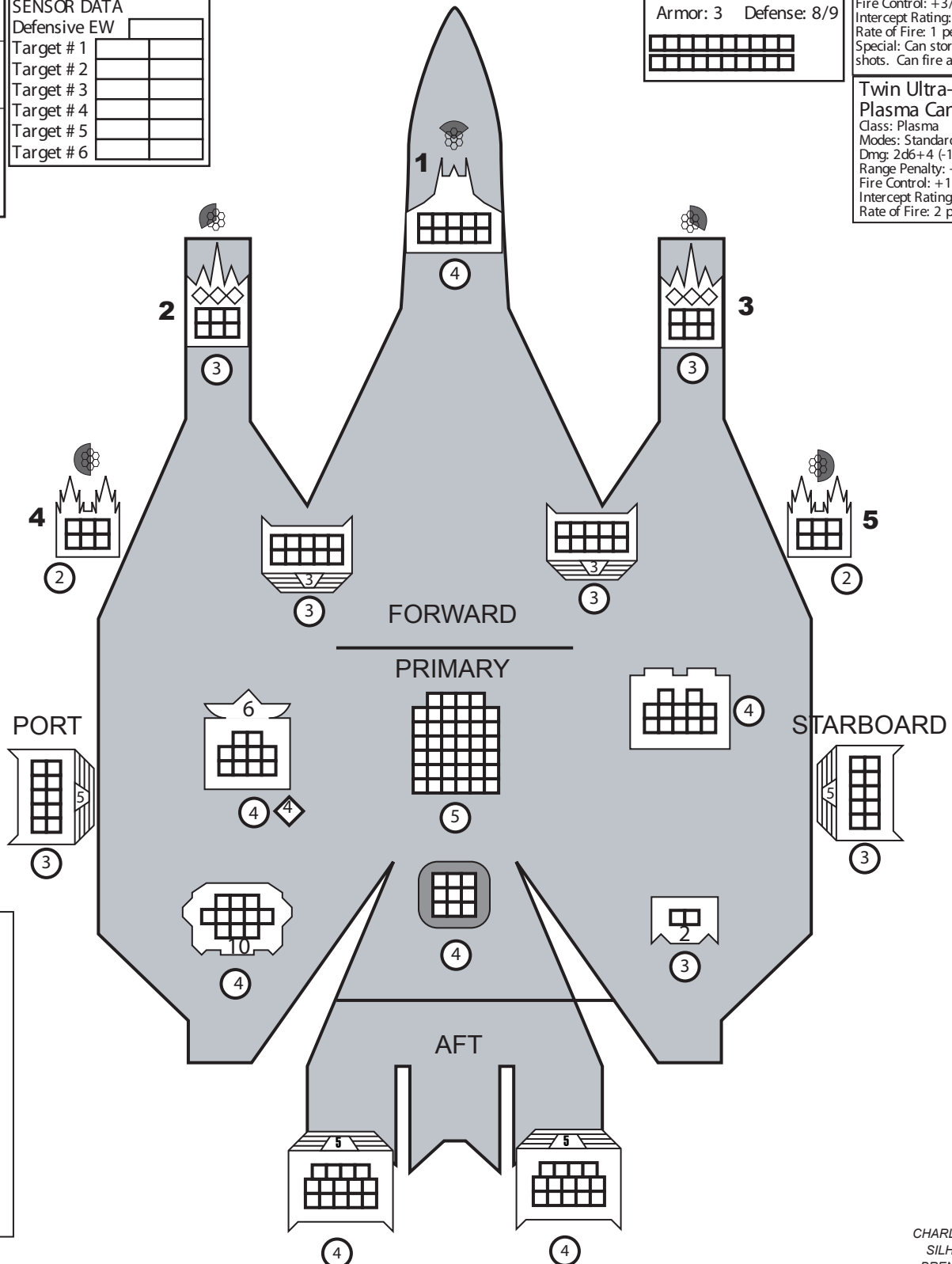
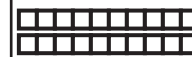
Target # 6

HANGAR

0 Fighters

2 Shuttle Thrust: 7

Armor: 3 Defense: 8/9



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Plasma Cutter
- Plasma Repeater
- Twin Ultralight Plasma Cannon