

Medushaan Parga class Attack Ship

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 12
In Service: 2248	Turn Delay: 1/3 Speed	Stb/Port Defense: 13
Point Value: 325	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 50	Pivot Cost: 2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2 Thrust	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 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 seperately

Light Dual Plasma Cannon
Class: Plasma
Mode: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: May fire as two light plasma cannons

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

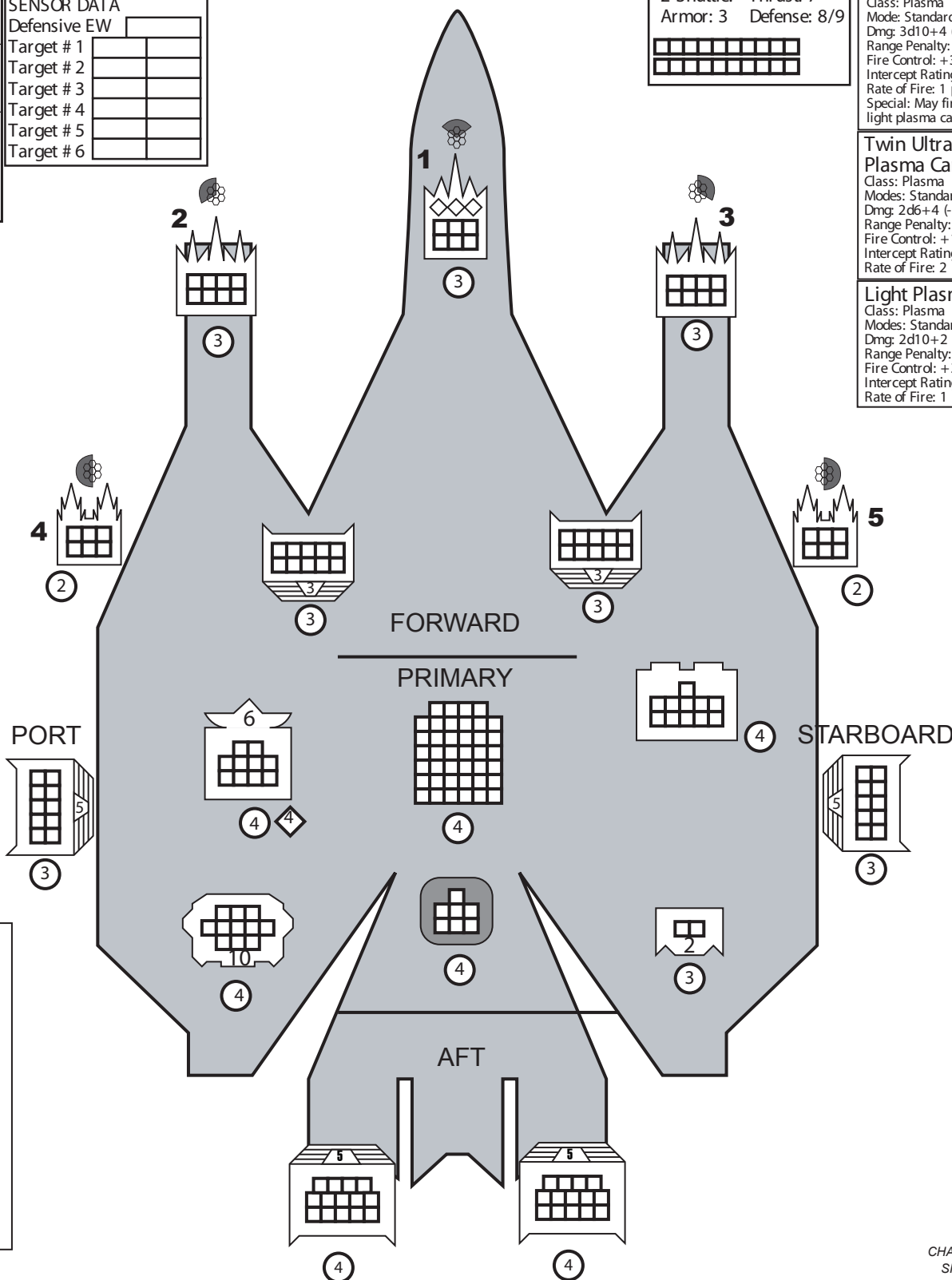
Light Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 2d10+2 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

HANGAR
0 Fighters
2 Shuttle Thrust: 7
Armor: 3 Defense: 8/9



FORWARD HITS
1-4: Retro Thrust
5-6: Plasma Repeater
7-9: Lt DI Plasma Cannon
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



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Plasma Repeater
- Light Dual Plasma Cannon
- Twin Ultralight Plasma Cannon