

Pantak Vigilante Variant (Uncommon)
Version 1: 2E/FS-CST

Name:

Counter:

FARSCAPE

WARS

Peacekeeper Pantak-class Vigilante [Torpedo]

SPECS

Class: Medium Ship
In Service: c. 1500
Point Value: 370
Ramming Factor: 50
Hatch Delay: 24 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Treb/Ham Defense: 13
Engine Efficiency: 2/1
Extra Power: +2
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

Torpedo Tube
Class: Ballistic
Modes: Standard
Damage: 20
Range Penalty: None
Max Range: 30 hexes
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Note: Can purchase special missiles with the same costs and effects as if fired from an L-rack.

Medium Charged Plasma-Pulse Cannon

Class: Plasma
Modes: Pulse
Damage: 10 1d4 Times
(-1 per 3 hexes)
Maximum Pulses: 5
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+2
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Light Charged Plasma-Pulse Cannon

Class: Plasma
Modes: Pulse
Damage: 8 1d4 Times
(-1 per 3 hexes)
Maximum Pulses: 5
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+5
Intercept Rating: -2
Rate of Fire: 1 per turn

HANGER

0 Fighters
2 Ravager Armed Breaching Pods

FORWARD HITS

1-6: Retro Thrust
7-8: Torpedo Tube
9-10: Med. C-P Pulse Cannon
11-12: Lt. C-P Pulse Cannon
13-14: Structure
15-16: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Lt. C-P Pulse Cannon
9-11: Hatch Drive
12-14: Structure
15-16: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Identify/Locate Bonus +3
Limited Stealth Abilities
Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

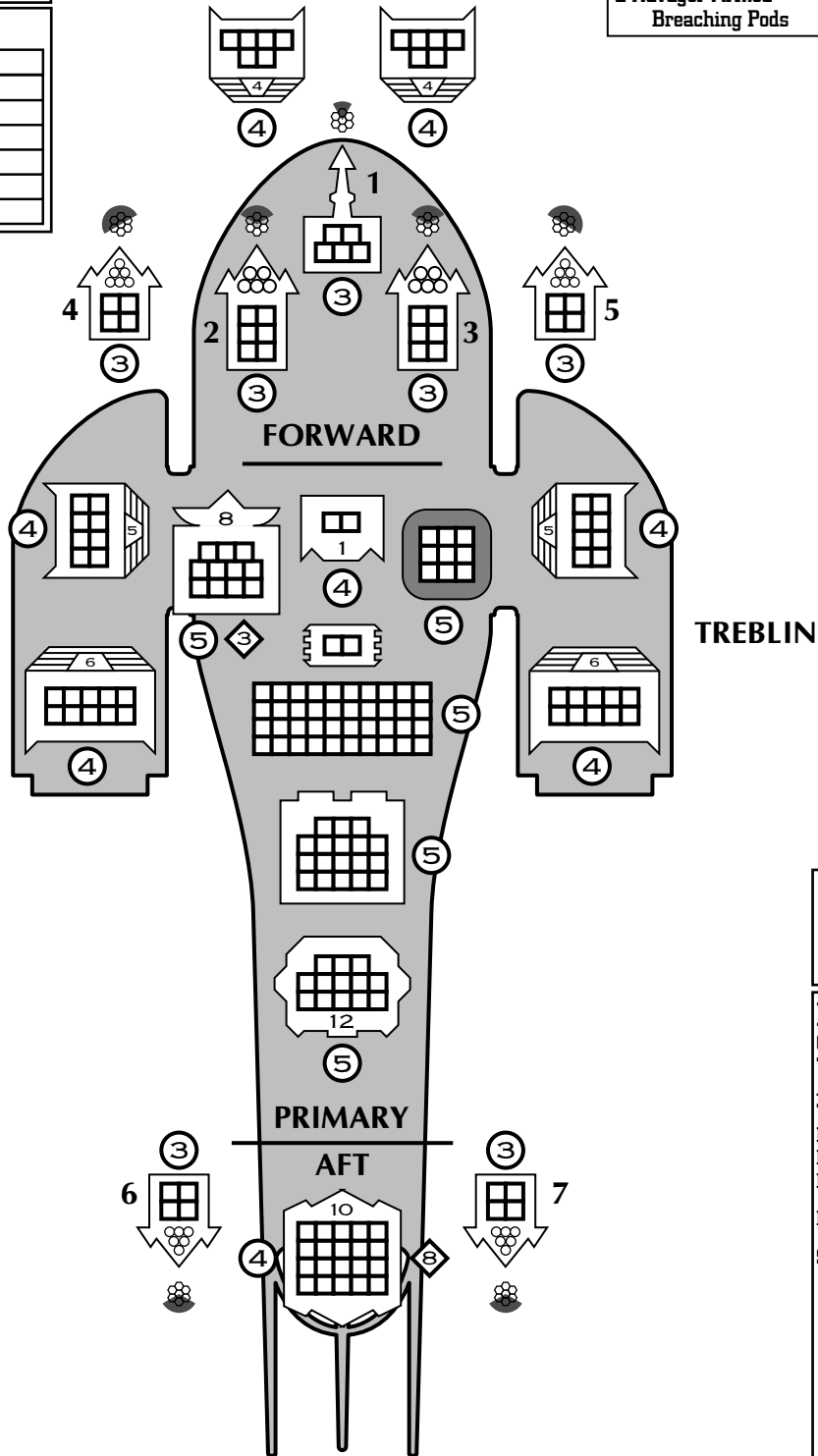
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Hatch Drive
- Reactor
- Hangar
- Bulkhead
- Torpedo Tube
- Medium Charged Plasma-Pulse Cannon
- Light Charged Plasma-Pulse Cannon

MISSILES

Rack #1

MARAUDER

Cost: 50 Defence: 12/14
Thrust: 8 Offense: +3
Armour: 3 Initiative: +9
Two Charged Plasma Guns:
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d3+4-1/2 hexes

Firing Arcs: #1 #2

Special: Capable of Hetch-7.
Has rating 8 sensors for the purposes of ID-ing and locating ships only. Can carry 1 Type-FXH missile.

