

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

Name:

Counter:

FARSCAPE

WARS

## Peacekeeper Pantak-Class Vigilante (Immobiliser)

### SPECS

Class: Medium Ship  
In Service: c. 1500  
Point Value: 420  
Ramming Factor: 60  
Hatch Delay: 24 Turns

### MANEUVERING

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

### COMBAT STATS

Fwd/Aft Defense: 12  
Treb/Ham Defense: 13  
Engine Efficiency: 2/1  
Power Shortage: -6  
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

**Medium Chakan 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 Chakan 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

### Immobiliser Pulse

Class: Electromagnetic  
Modes: Pulse  
Damage: 12 1d5 times  
Maximum Pulses: 6  
Pulse Grouping: +1 per 4  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+4/+4  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns  
Special: Ignores armour. Divide structure damage by 4, and apply as a negative power modifier thereafter. Fighters automatically drop out.

### FORWARD HITS

1-6: Retro Thrust  
7-8: Immobiliser Pulse  
9-10: Med. C-P Pulse Cannon  
11-12: Lt. C-P Pulse Cannon  
10-18: Structure  
19-20: PRIMARY Hit

### AFT HITS

1-6: Main Thrust  
7-8: Lt. C-P Pulse Cannon  
9-11: Hatch Drive  
12-18: Structure  
19-20: PRIMARY Hit

### PRIMARY HITS

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

### SPECIAL NOTES

Identify/Locate Bonus +3  
Limited Stealth Abilities  
Atmospheric Capable  
Improved Reactor

### SENSOR DATA

#### Defensive EW

Target #1

Target #2

Target #3

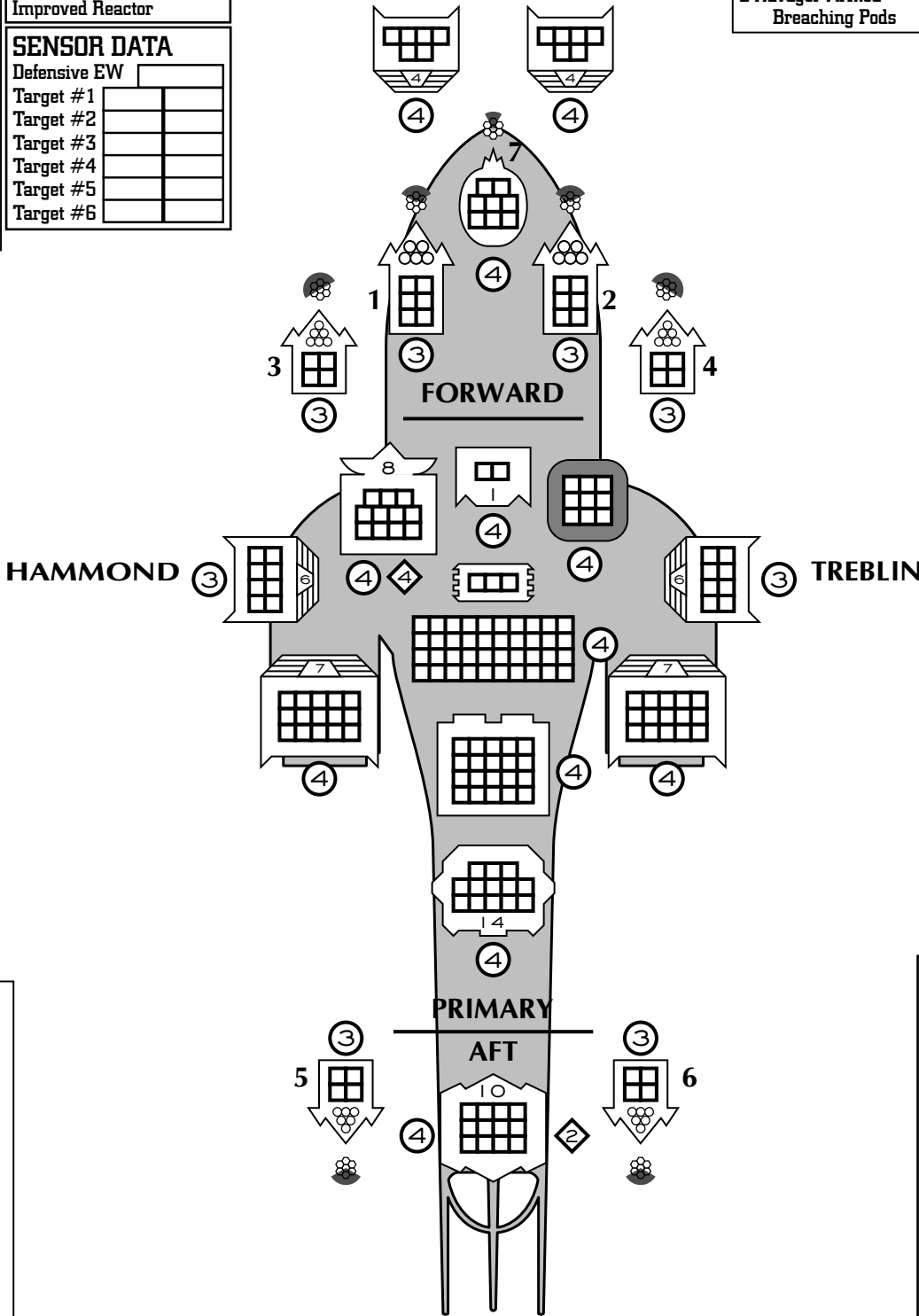
Target #4

Target #5

Target #6

### HANGER

0 Fighters  
2 Ravager Armed  
Breaching Pods



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Hatch Drive
- Reactor
- Hanger
- Bulkhead
- Immobiliser Pulse
- Medium Chakan Cannon
- Light Chakan Cannon

### RAVAGER ARMED

#### BREACHING POD

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

Firing Arcs: #1

