



Pkunk Fury

SPECS

Class: Medium Ship
In Service: SC2/3
Point Value: 360
Ramming Factor: 50
Jump Delay: 20 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12 (11)
Stb/Port Defense: 12 (11)
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +13

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

HANGAR

0 Fighters
1 Shuttle: Thrust: 6
Armor: 0 Defense: 10/10

WEAPON DATA

Gatling Mattergun

Class: Matter
Modes: Pulse
Damage: 2d10 1d3 times
Maximum Pulses: 4
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +2/+1/+1
Intercept Rating: -1
Rate of Fire: 1 per turn

Karma Generator

Subtract 1 point from incoming chance to hit. Defense rating shown in parenthesis () indicates value with generator active.

Death Blossom

The Death Blossom is a special Pkunk piloting maneuver used to bring all of its weapons into arc of the enemy. The Death Blossom is performed at the same time as fighter combat pivots and requires a thrust cost equal to 6 times the unit's normal pivot cost to perform. Once declared, the unit may reset its facing to any hex face desired. All weapons from the unit then fire as if they have 360° firing arcs, but suffer a -3 to-hit penalty.

Pkunk Reinforcements

After the ship is destroyed, roll d20, adding +1 if the ship was a heavy combat vessel or +2 if the ship was a medium ship or light combat vessel. On a result of '20' or greater, another Pkunk ship of the same class arrives on the battlefield to avenge their fallen brethren. The ship is assumed to have all of its weapons charges, but its jump delay will be reset, as it just arrived in battle.

FORWARD HITS

1-4: Retro Thrust
5-7: Gatling Mattergun
8-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-6: Port/Stb Thrust
7-8: Karma Generator
9-10: Jump Engine
11-12: Sensors
13-15: Engine
16: Hangar
17-18: Reactor
19-20: C&C

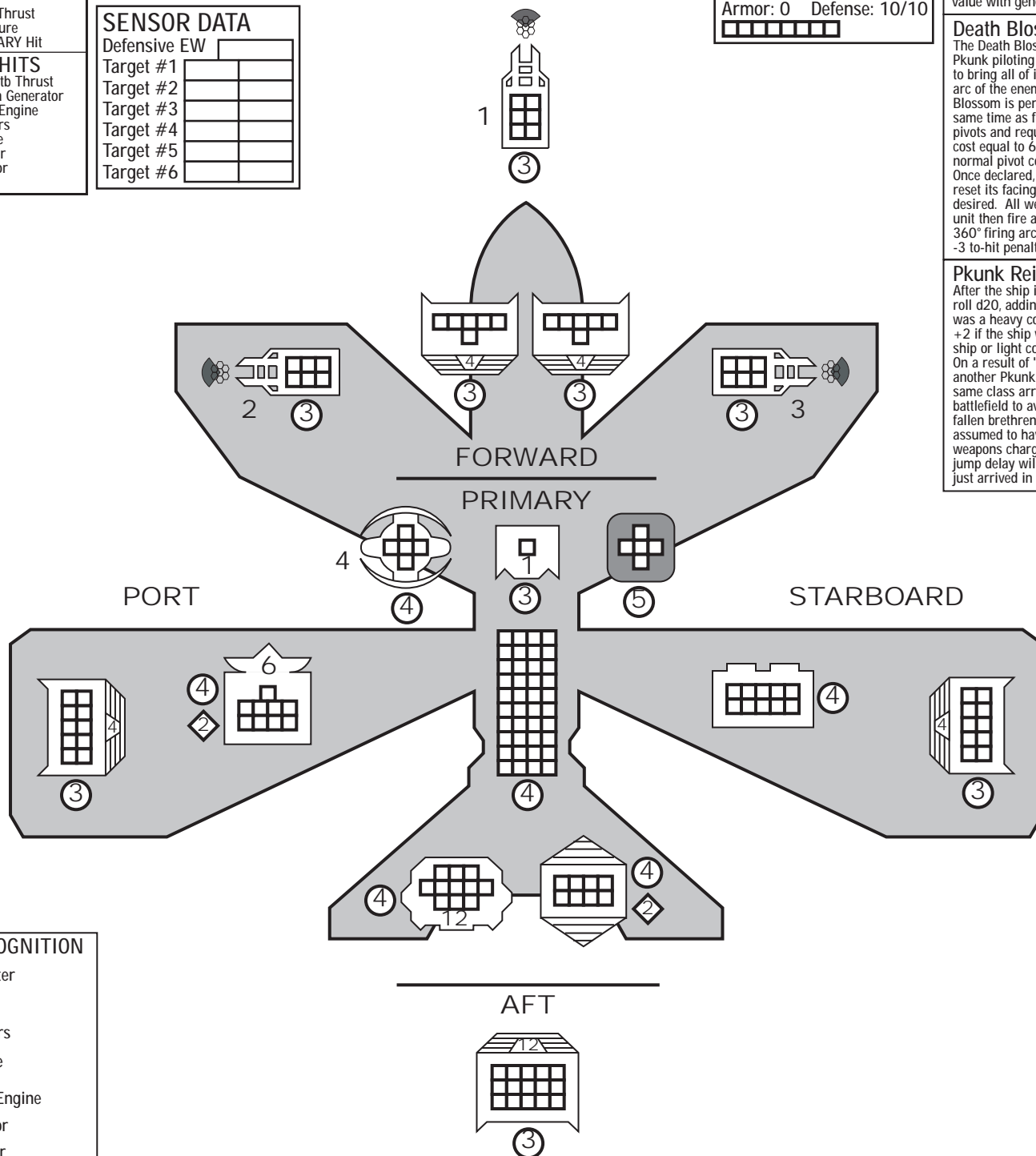
SPECIAL NOTES

Agile Ship
Atmospheric Capable
Death Blossom Capable

SENSOR DATA

Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Karma Generator
- Gatling Mattergun