

# Pak'ma'ra Sashul'kur Blockade Runner



## SPECS

Class: Capital Ship  
In Service: 2224  
Point Value: 600  
Ramming Factor: 200  
Jump Delay: 48 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 4+2 Thrust  
Roll Cost: 2+1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 16  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Penalty: -1

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

## WEAPON DATA

**Plasma Accelerator**  
Class: Plasma  
Mode: Standard  
Damage: 4d10+12 (-1 per hex)  
Range Penalty: -1 per hex  
Fire Control: +3/+1/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
*Special: Can fire at an accelerated ROF for less damage, as shown below:*  
1 per turn: 1d10+4 -1/hex  
1 per 2 turns: 2d10+8 -1/hex

**Plasma Stream**  
Class: Plasma  
Modes: Raking (5)  
Damage: 3d10+4 (-1 per hex)  
Range Penalty: -1 per hex  
Fire Control: +2/+2/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns  
*Special: Each sub-volley is mitigated by armor, and each full sub-volley which strikes a system degrades armor there by 1 point permanently.*

**Plasma Web**  
Class: Plasma  
Modes: Standard  
Dmg: 1d6+2 (antifighter mode)  
Range Penalty: n/a  
Fire Control: n/a  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## FORWARD HITS

1-3: Retro Thrust  
4: Plasma Battery  
5-6: Plasma Accelerator  
7-8: Plasma Web  
9-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5: Plasma Stream  
6-8: Cargo  
9-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-7: Plasma Stream  
8-9: Plasma Web  
10-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-7: Primary Struct  
8: Quarters  
9-10: Jump Drive  
11-12: Sensors  
13-14: Engine  
15-16: Hangar  
17-19: Reactor  
20: C & C

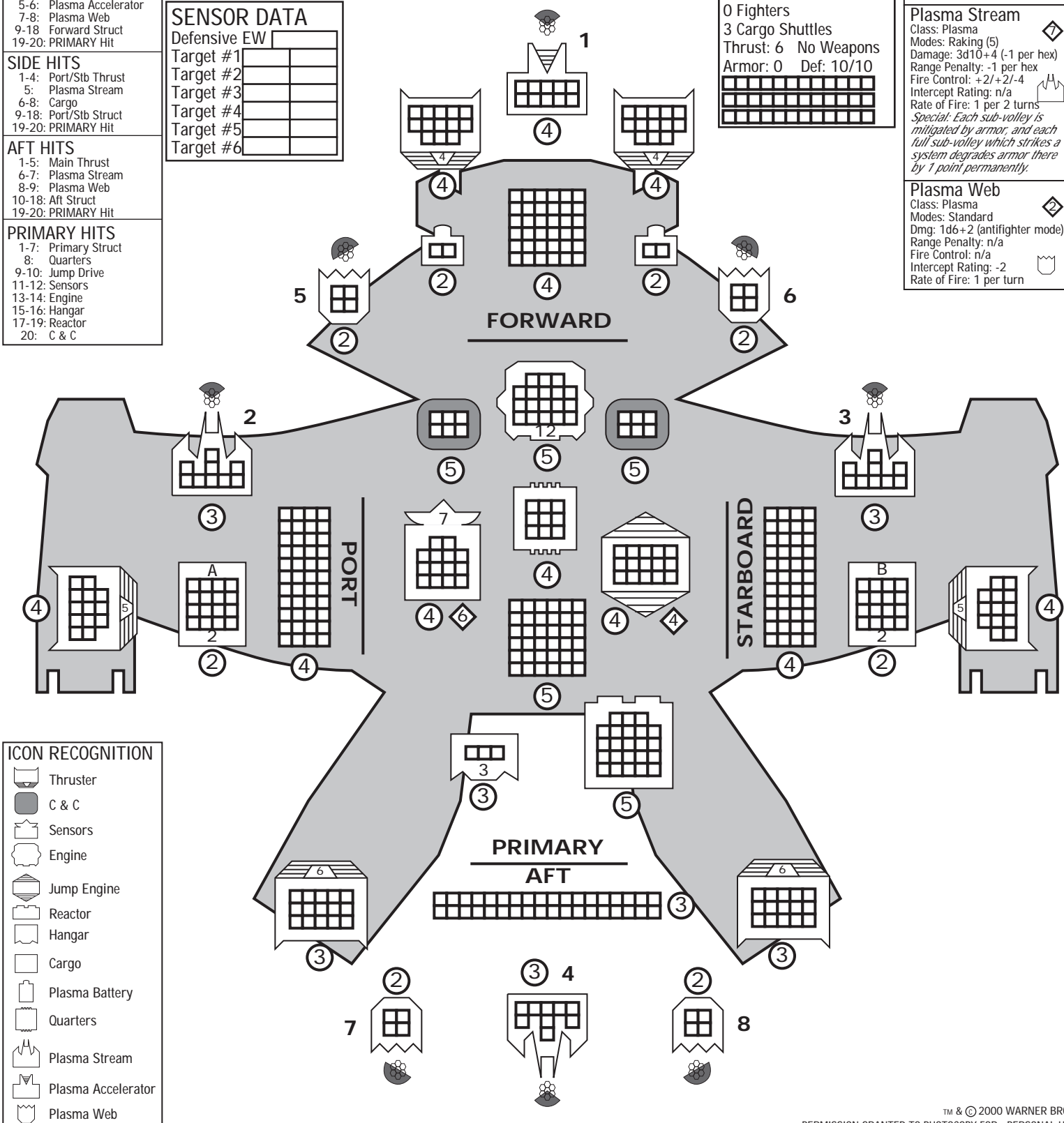
## SPECIAL NOTES

Minesweeper Bonus +2

## SENSOR DATA

Defensive EW

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



## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo
- Plasma Battery
- Quarters
- Plasma Stream
- Plasma Accelerator
- Plasma Web