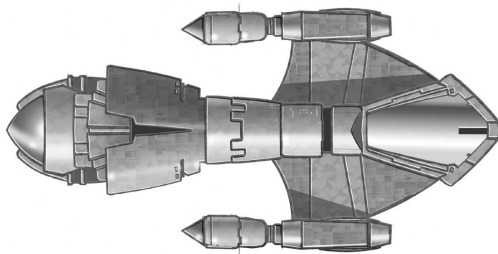


Pak'ma'ra Tra'shu'li Armed Liner



SPECS

Class: Medium Ship
In Service: 2195
Point Value: 315
Ramming Factor: 60
Jump Delay: N/A

MANEUVERING



Turn Cost: $2/3$ Speed
Turn Delay: $2/3$ Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: $2+1$ Thrust
Roll Cost: $1+0$ Thrust


COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +11

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

WEAPON DATA

Heavy Plasma Cannon
 Class: Plasma 
 Modes: Standard
 Dmg: 4d10+8 (-1 per 2 hexes)
 Range Penalty: -2 per 3 hexes
 Fire Control: +3/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns 

Med. Plasma Cannon Class: Plasma Modes: Standard Dmg: 3d10+4 (-1 per 2 hexes) Range Penalty: -1 per hex Fire Control: +3/+1/-5 Intercept Rating: n/a Rate of Fire: 1 per 3 turns	
--	---

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

1-5: Retro Thrust
6: Plasma Battery
7: Heavy Plasma Cannon
8-9: Med. Plasma Cannon
10-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7: Med. Plasma Cannon
8: Plasma Web
9-17: Structure
18-20: PRIMARY Hit

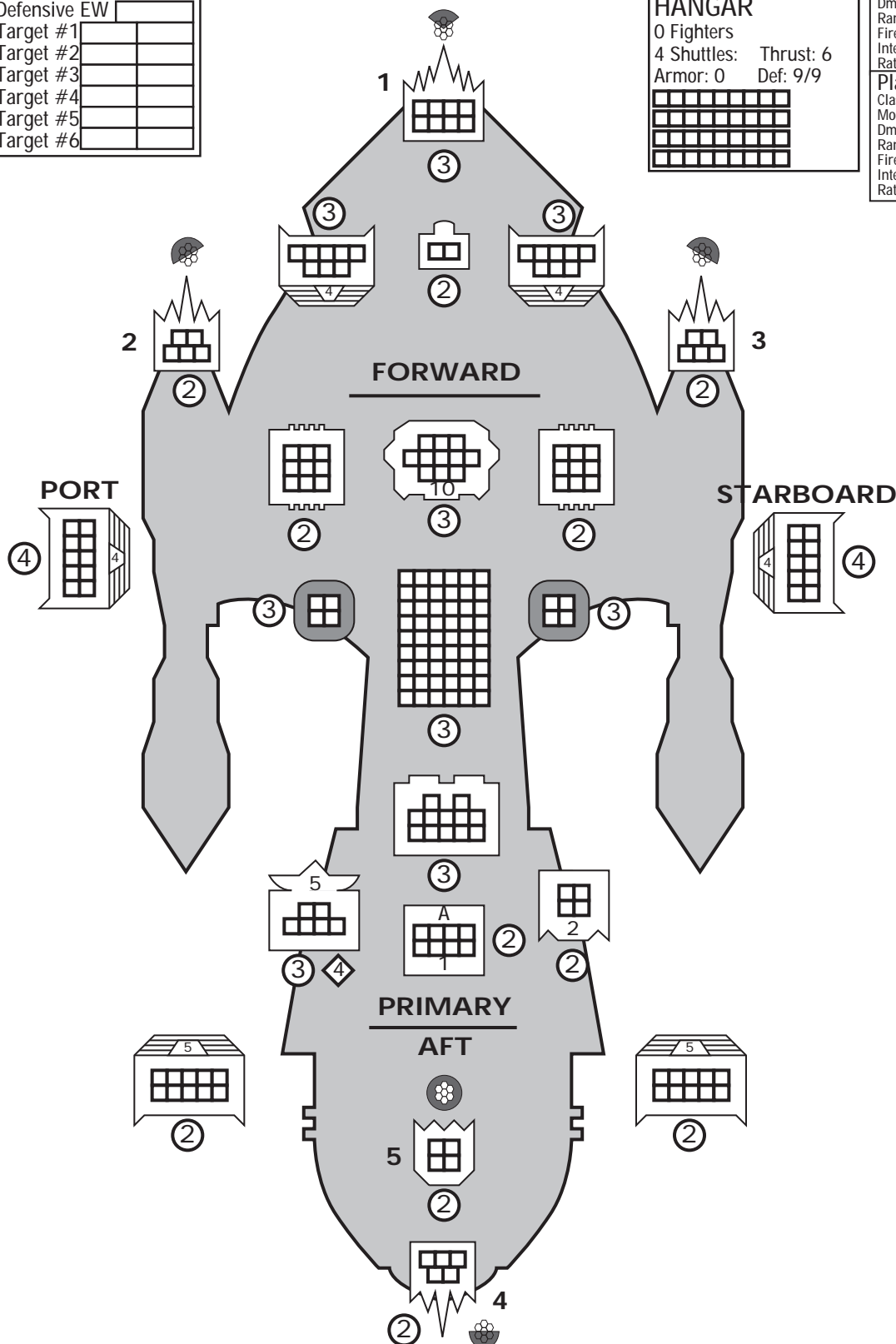
PRIMARY HITS

1-7: Port/Stb Thrust
8-9: Cargo
10-12: Quarters
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

