

# Pak'ma'ra Urlik'tal Fast Escort

## SPECS

Class: Medium Ship  
In Service: 2255  
Point Value: 450  
Ramming Factor: 70  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 15  
Engine Efficiency: 2/1  
Extra Power: +4  
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

**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

**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

1-4: Retro Thrust  
5: Plasma Battery  
6-7: Plasma Web  
8-9: Med. Plasma Cannon  
10: Plasma Accelerator  
11-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-7: Plasma Web  
8: Plasma Battery  
9-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

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

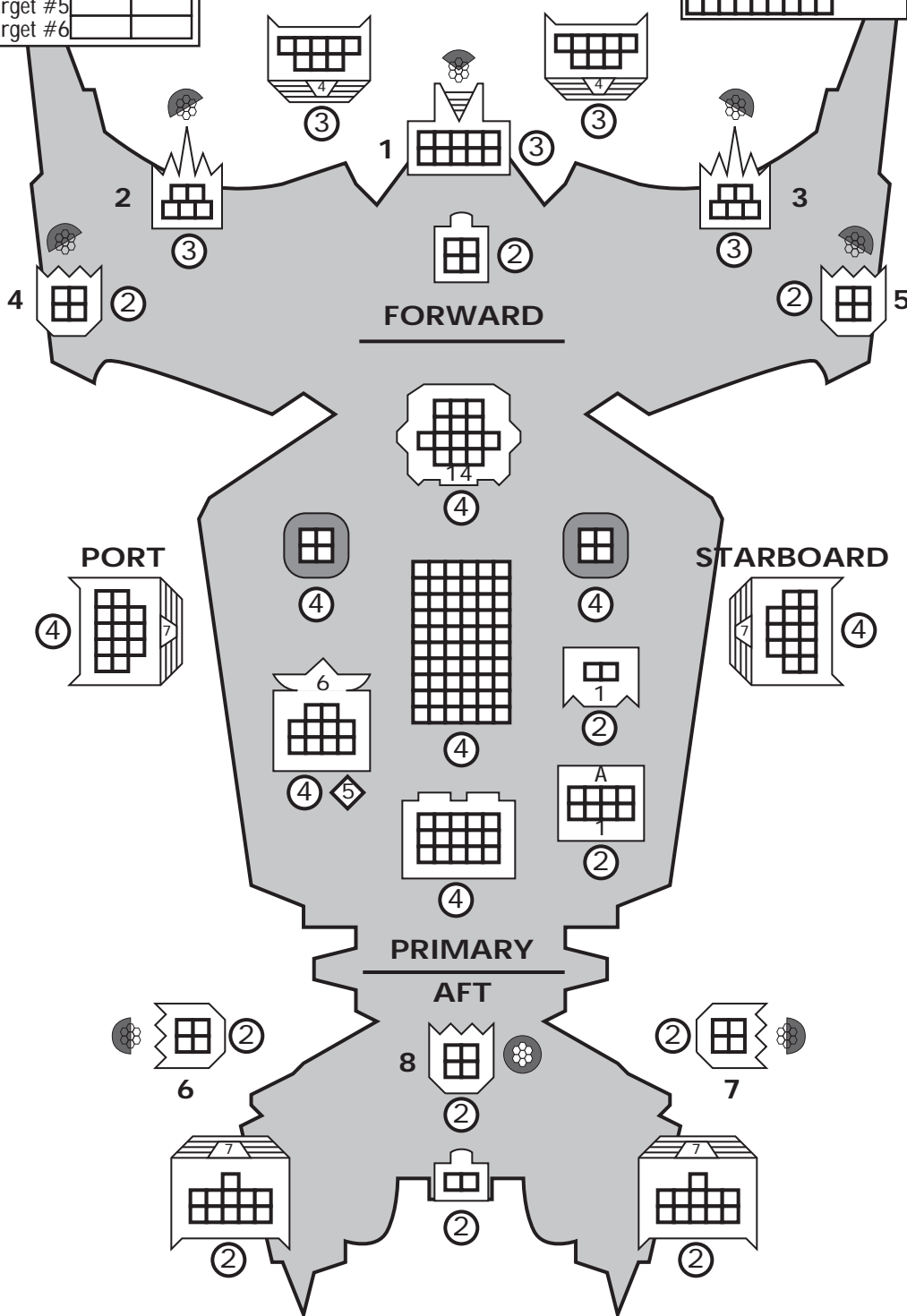
## SENSOR DATA

Defensive EW

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

## HANGAR

0 Fighters  
2 Shuttles: Thrust: 6  
Armor: 0 Def: 9/9



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Plasma Battery
- Plasma Accelerator
- Med. Plasma Cannon
- Plasma Web