

Pak'Ma'Ra Sik'val'ka Defense Cruiser

SPECS

Class: Capital Ship
In Service: 2230
Point Value: 525
Ramming Factor: 200
Warp Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 18
Engine Efficiency: 3/1
Extra Power: 2
Initiative Penalty: -1

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

Hvy 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

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

FORWARD HITS

1-4: Retro Thrust
5: Plasma Battery
6-7: Hvy Plasma Cannon
8-9: Lt. Plasma Cannon
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Hvy Plasma Cannon
7-8: Med. Plasma Cannon
9-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Hvy Plasma Cannon
8-9: Med. Plasma Cannon
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-9: Cargo
10-11: Sensors
13-14: Engine
15: Hangar
16-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

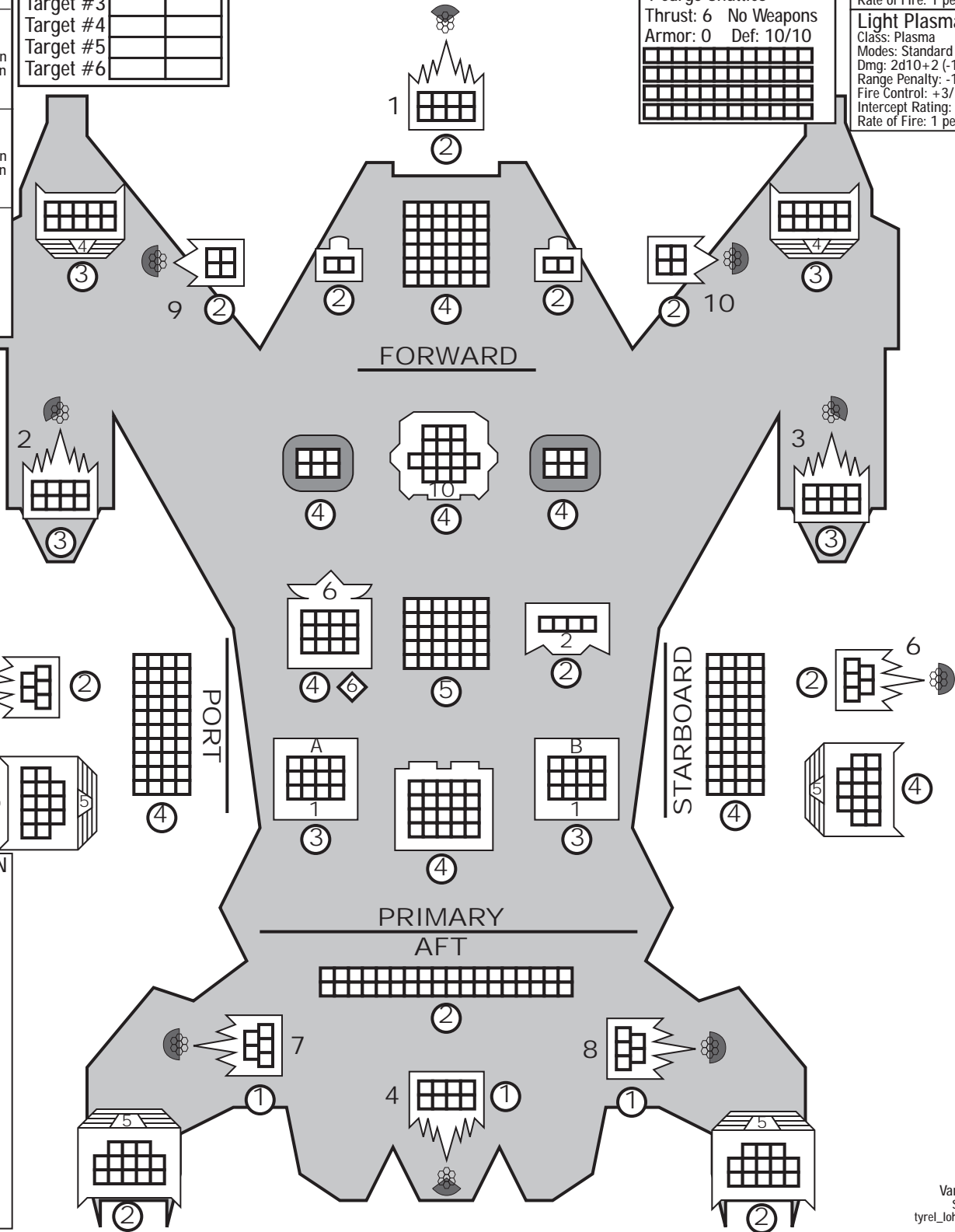
HANGAR

0 Fighters

4 Cargo Shuttles

Thrust: 6 No Weapons

Armor: 0 Def: 10/10



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Plasma Battery
- Heavy Plasma Cannon
- Med. Plasma Cannon
- Light Plasma Cannon