

INITIATIVE

Name:

Counter:

SPEED

Pak'ma'ra Ulok'shi Super Dreadnought

SPECS

Class: Capital Ship

In Service: 2251

Point Value: 1350

Ramming Factor: 325

Jump Delay: 48 Turns

MANEUVERING

Turn Cost: 4/3 Speed

Turn Delay: 4/3 Speed

Accel/Decel Cost: 3 Thrust

Pivot Cost: 5+3 Thrust

Roll Cost: 3+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 16

Stb/Port Defense: 18

Engine Efficiency: 3/1

Extra Power: 0

Initiative Bonus: -1

WEAPON DATA

Fuser

Class: Plasma

Mode: Flash

Damage: 9d10+20 (-1 per hex)

Range Penalty: -1 per 3 hexes

Fire Control: +5/+3/-

Intercept Rating: n/a

Rate of Fire: 1 per 5 turns

Mega Plasma Cannon

Class: Plasma

Mode: Standard

Damage: 6d10+12 (-1 per 2 hexes)

Range Penalty: -1 per 2 hexes

Fire Control: +3/+1/-5

Intercept Rating: n/a

Rate of Fire: 1 per 4 turns

Medium Plasma Cannon

Class: Plasma

Mode: Standard

Damage: 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

Mode: Standard

Damage: 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

5-7: Fuser

8-9: Mega Plasma

10: Plasma Web

11: Plasma Battery

12-18: Forward Struct

19-20: Primary Hit

SIDE HITS

1-4: Port/Stb Thrust

5-6: Mega Plasma

7-8: Medium Plasma

9: Plasma Web

10: Cargo

11-18: Port/Stb Struct

19-20: Primary Hit

AFT HITS

1-5: Main Thrust

6-7: Mega Plasma

8-9: Medium Plasma

10-11: Plasma Web

12-18: Aft Struct

19-20: Primary Hit

PRIMARY HITS

1-8: Primary Struct

9-10: Jump Drive

11-12: Sensors

13-15: Engine

16: Hangar

17-19: Reactor

20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

Speed

Turn Cost

Turn Delay

| | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 2 | 3 | 4 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 | 16 | 18 | 19 | 20 | 22 |
| 2 | 3 | 4 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 | 16 | 18 | 19 | 20 | 22 |

FORWARD

PRIMARY

AFT

TURN DELAY

PORT

STARBOARD

ICON RECOGNITION

- C&C
- Sensors
- Reactor
- Engine
- Hangar
- Thruster
- Fuser
- Mega Plasma Cannon
- Medium Plasma Cannon
- Plasma Web
- Plasma Battery

hangar

0 Fighters

4 Shuttles: Thrust: 6

Armor: 0 Defense: 9/9