

Resh'kas'u Variant (Uncommon)
Common after 2270

Name: _____ Counter: _____



Pak'ma'ra Resh'kas'u Adv. Carrier

SPECS

Class: Capital Ship
In Service: 2265
Point Value: 775
Ramming Factor: 200
Jump Delay: 48 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 2/3 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	1	2	3	3	4	5	5	6	7	7	8

WEAPON DATA

Imp Plasma Projector
Class: Plasma
Modes: Raking
Dmg: 4d10+10 (-1 per 4 hexes)
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/-
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Heavy Plasma Bolter
Class: Plasma
Modes: Standard
Dmg: 22 -1 / 2 hexes after 15
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Interception Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Plasma Bolter
Class: Plasma
Modes: Standard
Dmg: 16 -1 / 2 hexes after 10
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Interception Rating: n/a
Rate of Fire: 1 per 2 turns

Dual Plasma Cannon
Class: Plasma
Mode: Standard
Dmg: 5d10+8 (-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: May fire as two medium plasma cannons

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

Imp. Plasma Web
Class: Plasma
Modes: Standard
Dmg: 1d10+4 (antifighter mode)
Range Penalty: 6 Hex Max
Fire Control: Auto Hit
Intercept Rating: -3
Rate of Fire: 1 per turn

FORWARD HITS
1-3: Retro Thrust
4: Plasma Battery
5-6: Imp. Plasma Projector
7-8: Imp. Plasma Web
9-18: Forward Struct
19-20: PRIMARY HIT

SIDE HITS
1-4: Port/Stb Thrust
5: Heavy Plasma Bolter
6: Med. Plasma Bolter
7-8: Cargo
9-18: Port/Stb Struct
19-20: PRIMARY HIT

AFT HITS
1-5: Main Thrust
6-7: Dual Plasma Cannon
8-9: Imp. Plasma Web
10-18: Aft Struct
19-20: PRIMARY HIT

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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

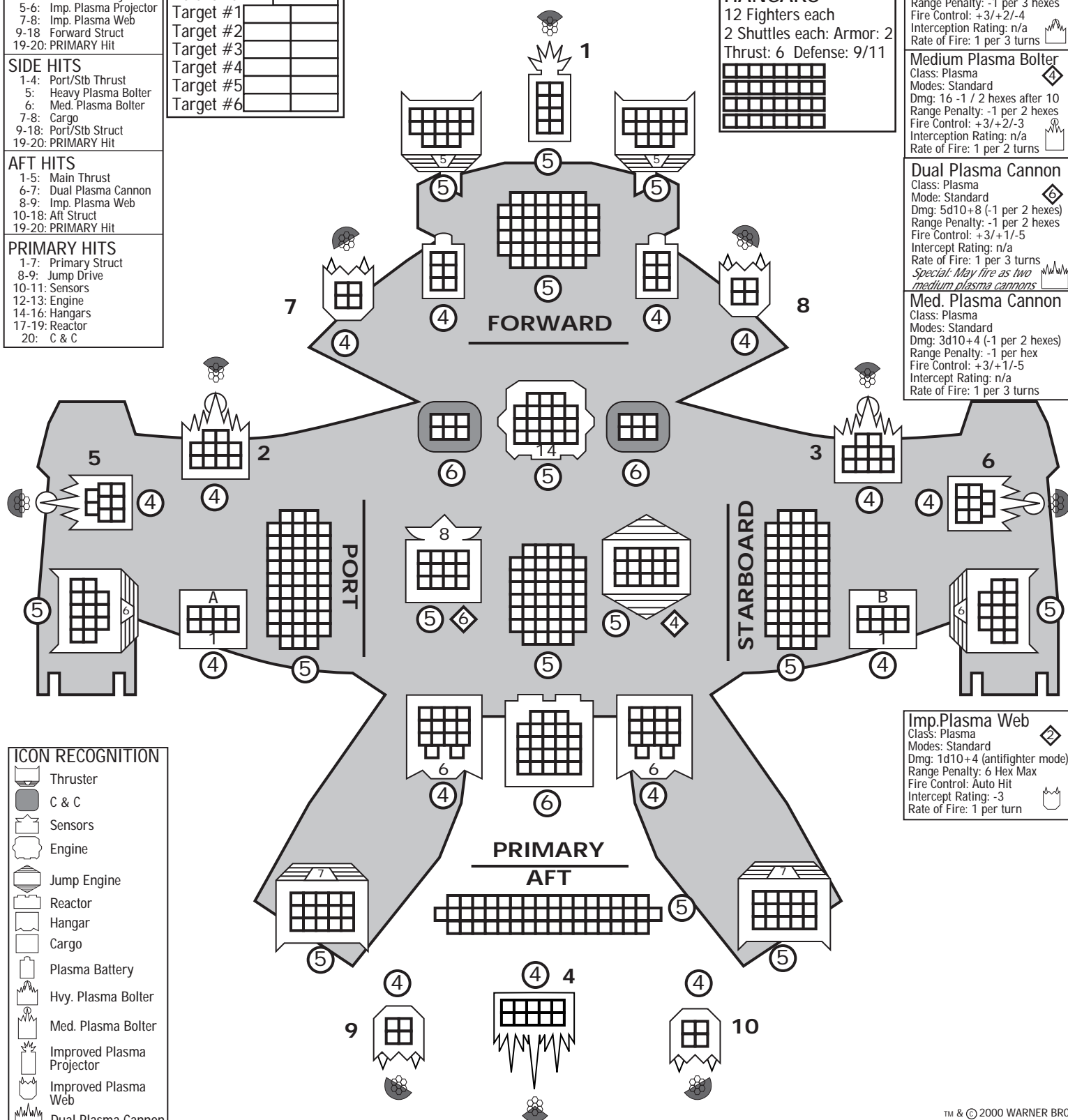
Target #6

HANGARS

12 Fighters each

2 Shuttles each: Armor: 2

Thrust: 6 Defense: 9/11



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo
- Plasma Battery
- Hvy. Plasma Bolter
- Med. Plasma Bolter
- Improved Plasma Projector
- Improved Plasma Web
- Dual Plasma Cannon