

Version 1: 2E/JP2

Name: _____

Counter: _____



Pak'ma'ra Tra'shu'e Freighter

SPECS

Class: Medium Ship
In Service: 2195
Point Value: 105
Ramming Factor: 65
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: +2
Initiative Bonus: -6

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 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
6-7: Plasma Battery
8-17: Structure
18-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-7: Port/Stb Thrust
8-12: 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

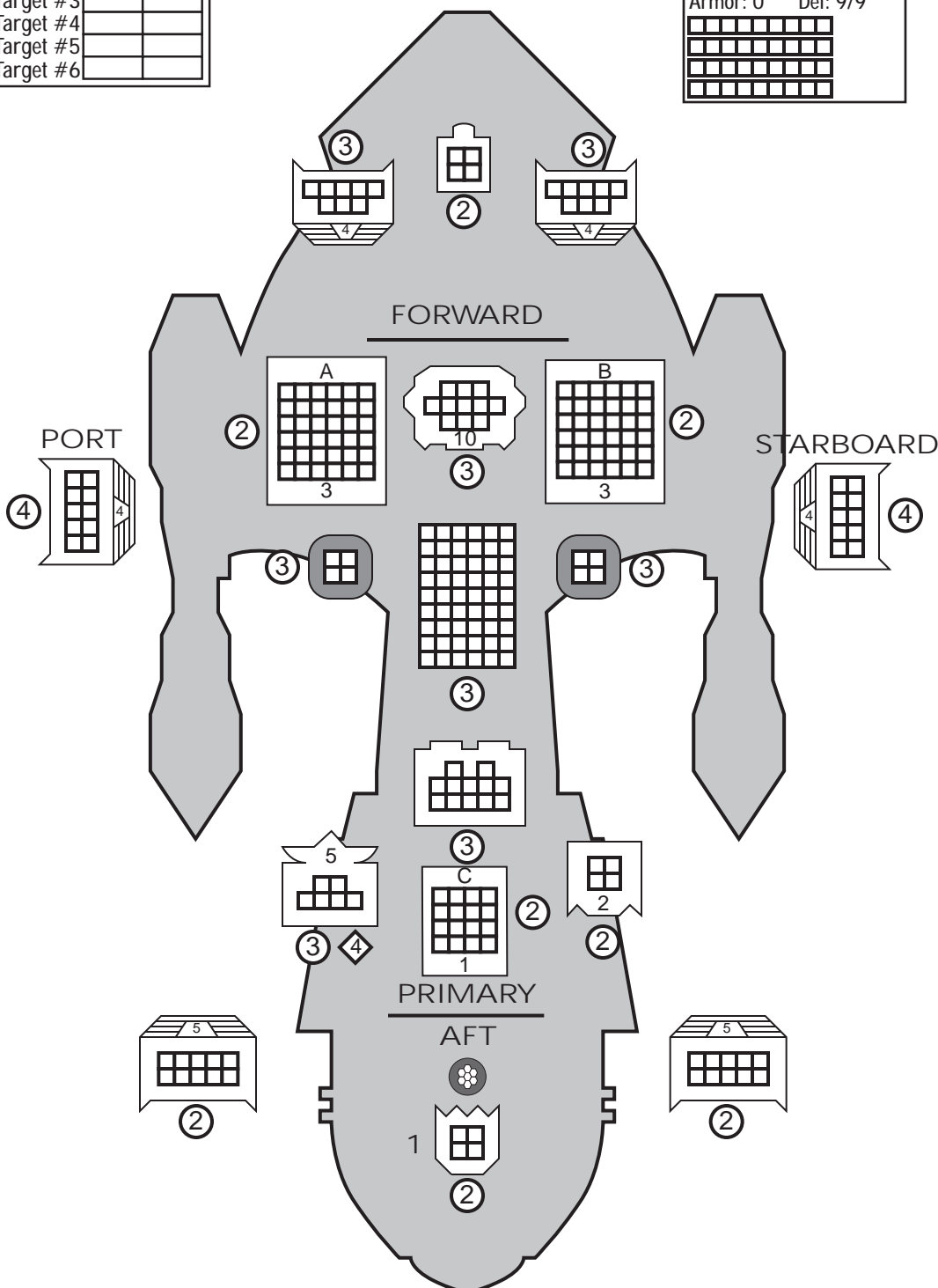
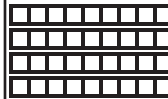
Target #4

Target #5

Target #6

HANGAR

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



ICON RECOGNITION

