

# Pak'ma'ra Ulur'not'ak Flash Cruiser

## SPECS

Class: Capital Ship  
In Service: 2253  
Point Value: 800  
Ramming Factor: 200  
Jump 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: 2+1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 16  
Engine Efficiency: 2/1  
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	2	3	4	5	6	7	8	9	10	11	12

## WEAPON DATA

**Mag Gun**  
Class: Plasma  
Modes: Flash  
Damage: 8d10+10  
Range Penalty: -1 per hex  
Fire Control: +6/+2/--  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

**Ranged Fuser**  
Class: Plasma  
Modes: Flash  
Dmg: 6d10+12 (-1 per 4 hexes)  
Range Penalty: -1 per 4 hexes  
Fire Control: +5/+3/--  
Intercept Rating: n/a  
Rate of Fire: 1 per 5 turns

**Plasma Wave**  
Class: Ballistic (Plasma)  
Modes: Flash  
Damage: 3d10  
Range Penalty: n/a (max 30)  
Fire Control: +2/+0/--  
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: Mag Gun  
6-7: Plasma Wave  
8-9: Plasma Web  
10-11: Plasma Battery  
12-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-7: Ranged Fuser  
8-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6: Mag Gun  
7-8: Plasma Web  
9-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Struct  
9-10: Cargo  
11-12: Sensors  
13-15: Engine  
16: Hangar  
17-19: Reactor  
20: C & C

## SPECIAL NOTES

Restricted Deployment (10%)

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

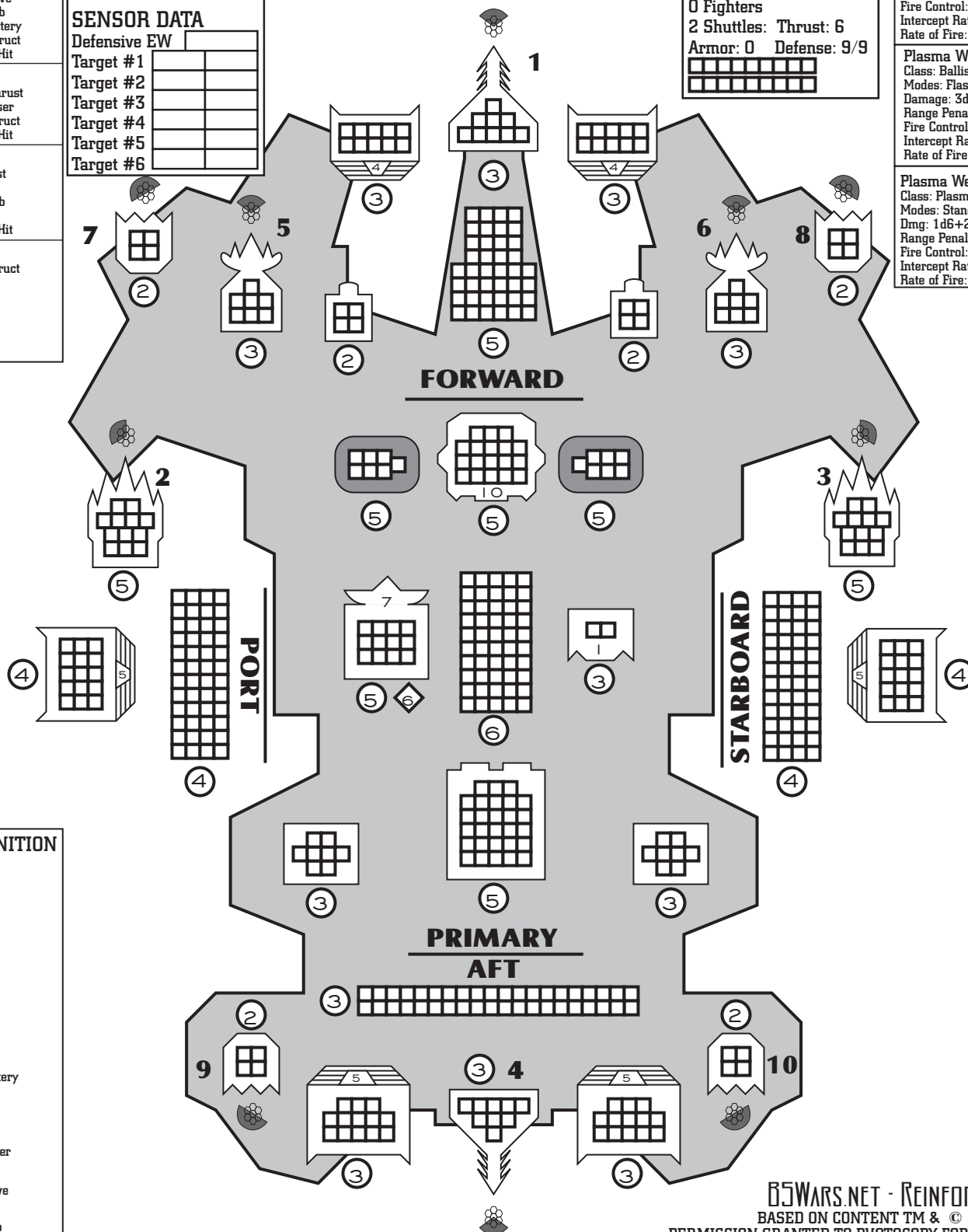
Target #4

Target #5

Target #6

## HANGAR

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



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Plasma Battery
- Mag Gun
- Ranged Fuser
- Plasma Wave
- Plasma Web