

Version 2: 2E/SF

Name: _____ Counter: _____



Pak'ma'ra Pshul'shi Dreadnought

SPECS

Class: Capital Ship
In Service: 2244
Point Value: 850
Ramming Factor: 250
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: 2+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 17
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	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

WEAPON DATA

Fuser
Class: Plasma
Modes: 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
Modes: 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

Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 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
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
Modes: 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: Plasma Web
10-11: Plasma Battery
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4: Mega Plasma Cannon
5-7: Med. Plasma Cannon
8-9: Cargo
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Heavy Plasma Cannon
8-9: Plasma Web
10-18: 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

SPECIAL NOTES

Limited Deployment (33%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

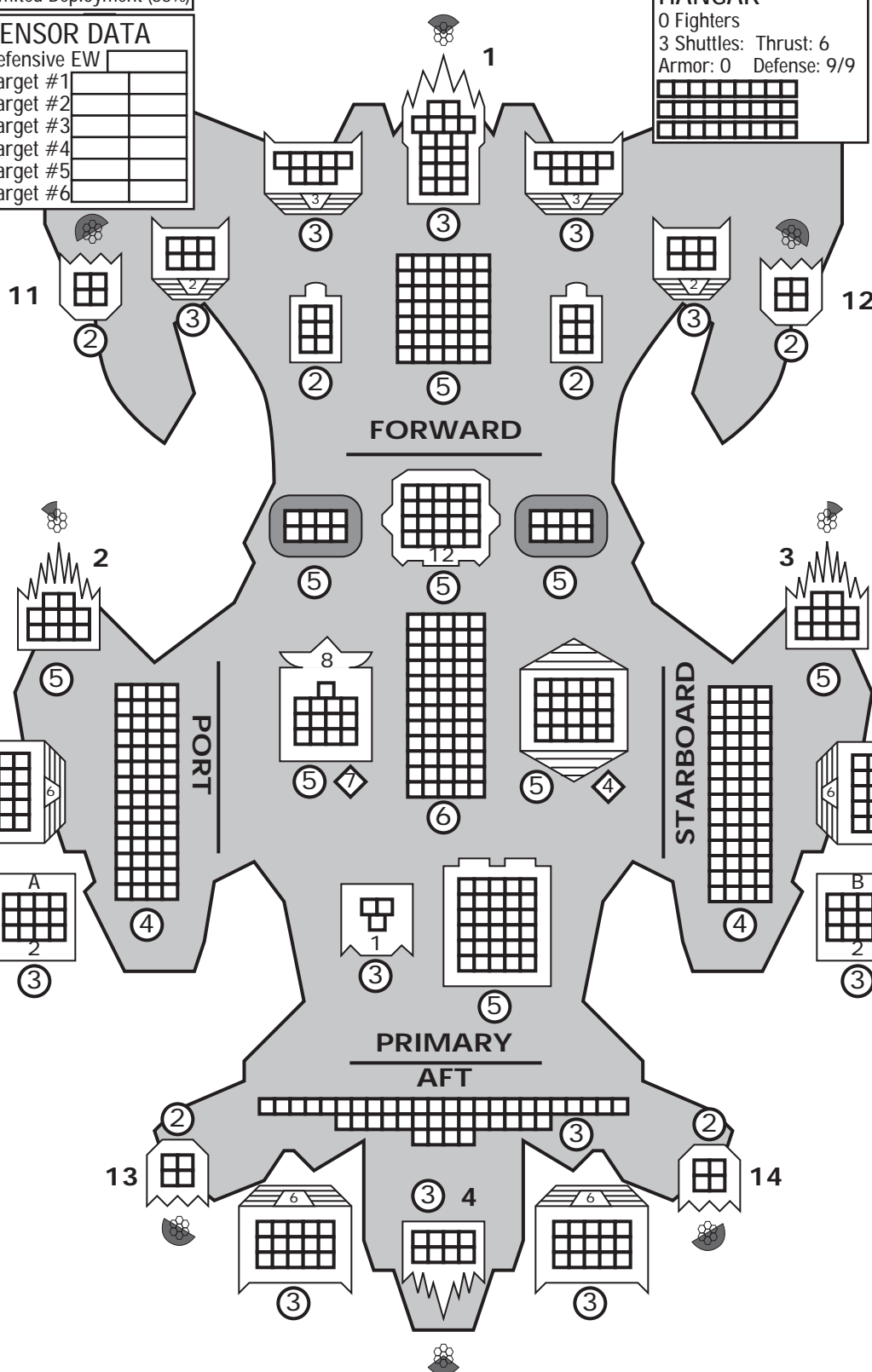
Target #4

Target #5

Target #6

HANGAR

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



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo
- Plasma Battery
- Fuser
- Mega Plasma Cannon
- Heavy Plasma Cannon
- Med. Plasma Cannon
- Plasma Web