

Pak'ma'ra Sho'Bog'Na Patroller

SPECS

Class: Medium Ship
In Service: 2188
Point Value: 260
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1+1 Thrust
Roll Cost: 1+0 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 12
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +11

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

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

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
6-8: Med Plasma Cannon
9-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Med. Plasma Cannon
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Port/Stb Thrust
8-9: Cargo
10-11: Plasma Web
12: Plasma Battery
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

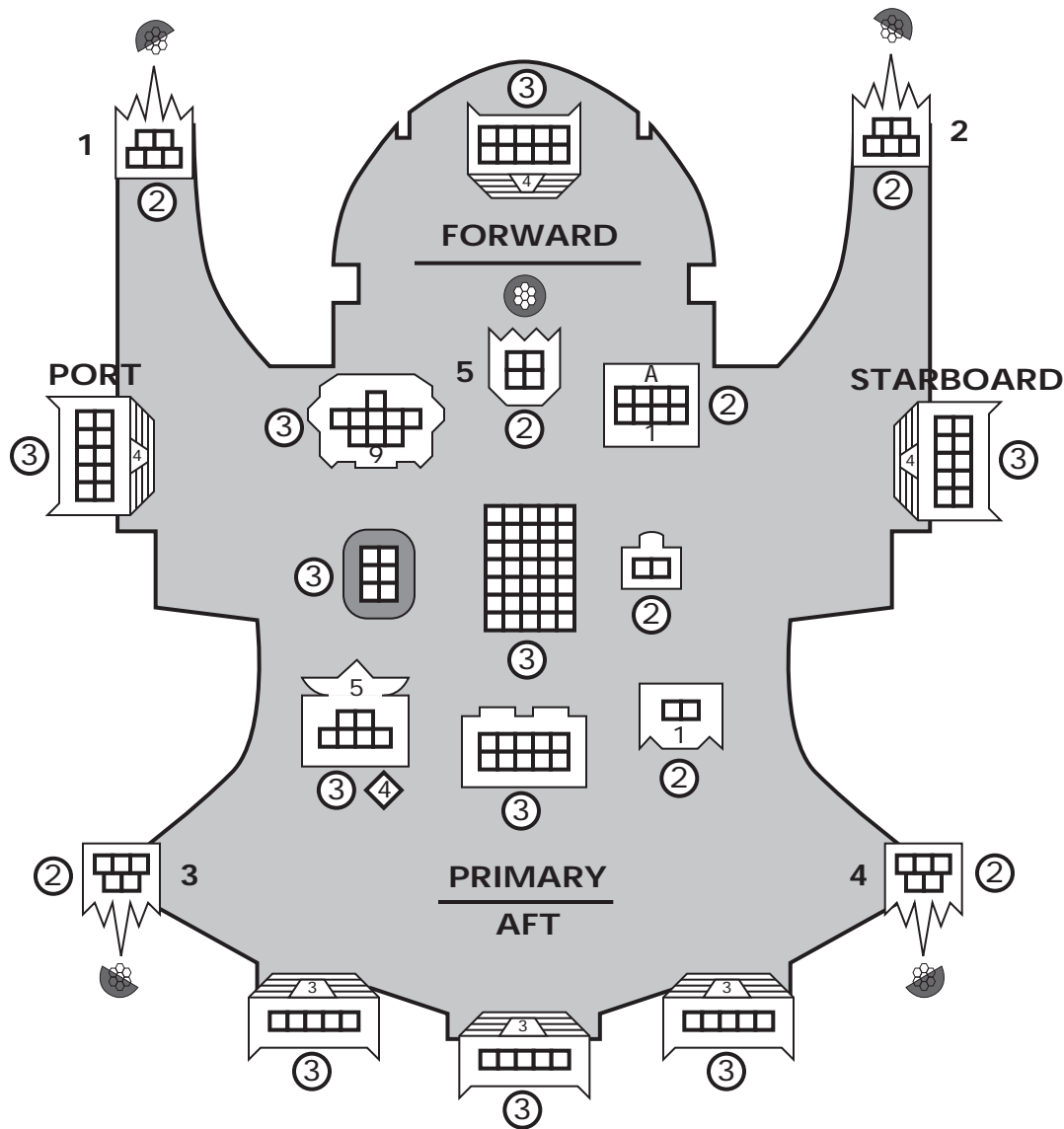
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 6

Armor: 0 Def: 9/9



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Plasma Battery
- Med. Plasma Cannon
- Plasma Web