

Sim'sair'e Variant (Rare)

Version 2: 2E/SF

Name: _____ Counter: _____



Pak'ma'ra Sim'tor'ka Survey Transport

SPECS

Class: Capital Ship
In Service: 2190
Point Value: 500
Ramming Factor: 200
Jump Delay: 48 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 4+2 Thrust
Roll Cost: 3+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 18
Engine Efficiency: 3/1
Extra Power: +4
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

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

1-4: Retro Thrust
5: Plasma Battery
6-8: Plasma Web
9-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

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

AFT HITS

1-5: Main Thrust
6-9: Cargo
10-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-5: Primary Struct
6-8: Cargo
9-10: Jump Engine
11-12: Sensors
13-15: Engine
16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES

ELINT Ship

SENSOR DATA

Defensive EW

Target #1

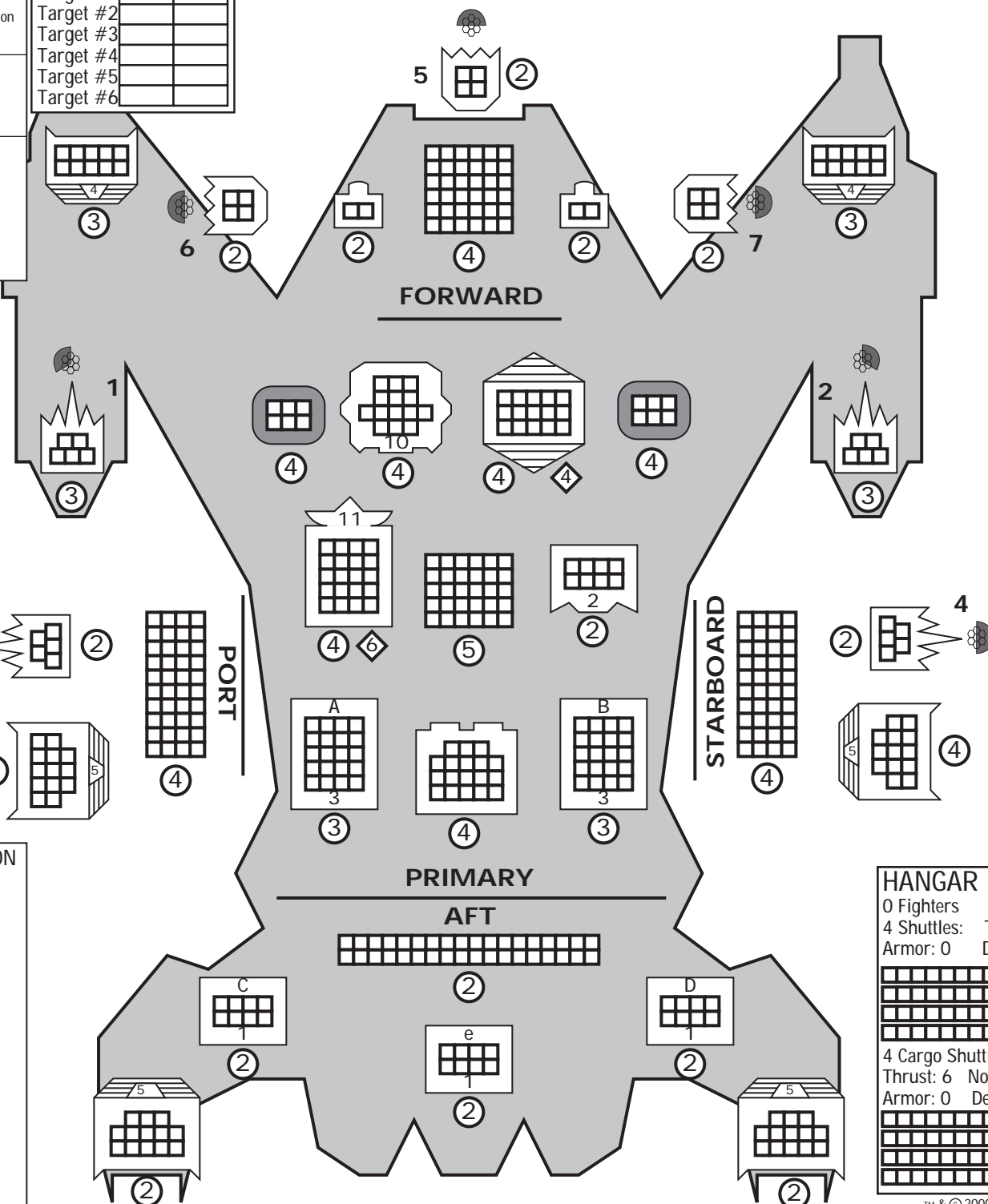
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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

HANGAR

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

4 Cargo Shuttles
Thrust: 6 No Weapons
Armor: 0 Def: 10/10