

Pak'ma'ra Tar'tek'zon Long Range Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 2198	Turn Delay: 1 x Speed	Stb/Port Defense: 17
Point Value: 675	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor:	Pivot Cost: 3+1 Thrust	Extra Power: +0
Jump Delay: 48 Turns	Roll Cost: 3+2 Thrust	Initiative Bonus: -1
Speed	Turn Cost	Turn Delay
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
11	11	11
12	12	12

SPECIAL NOTES
 Limited Deployment (33%)
 prior to 2232
 Restricted Deployment (10%)
 after 2232

SENSOR DATA

Defensive EW

Target # 1

Target # 2

Target # 3

Target # 4

Target # 5

Target # 6

FORWARD HITS

- 1-4: Retro Thrust
- 5: Plasma Accelerator
- 6-7: Med Plasma Cannon
- 8-9: Plasma Web
- 10-11: Plasma Battery
- 12-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-3: Port/Stb Thrust
- 4-5: Hvy Plasma Cannon
- 6-8: Med Plasma Cannon
- 9-11: Cargo
- 12-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-8: Hvy Plasma Cannon
- 9-10: Plasma Battery
- 11: Plasma Web
- 12-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Structure
- 9-10: Cargo
- 11: Jump Engine
- 12-13: Sensors
- 14-15: Engine
- 16-17: Hangar
- 18-19: Reactor
- 20: C&C

HANGAR

6 Fighters

1 Shuttle: Thrust: 6

Armor: 0 Defense: 9/9

WEAPON DATA

Plasma Accelerator

Class: Plasma
 Mode: Standard
 Damage: 4d10+12 (-1 per hex)
 Range Penalty: -1 per hex
 Fire Control: +3/+1/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
 Special: Can fire at an accelerated ROF for less damage, as shown below:
 1 per turn: 1d10+4 -1/hex
 1 per 2 turns: 2d10+8 -1/hex

Heavy Plasma Cannon

Class: Plasma
 Modes: Standard
 Dmg: 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
 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

ICON RECOGNITION

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

