



Version 1: GM

Name: _____

Counter: _____



Pak'Ma'Ra Pes'ta'lu Destroyer

SPECS

Class: Medium Ship
In Service: 2223
Point Value: 585
Ramming Factor: 70
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 15
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	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

HANGAR

0 Fighters

1 Shuttle: Thrust: 6

Armor: 0 Defense: 9/9



FORWARD HITS

1-6: Retro Thrust
7-8: Hvy Plasma Cannon
8-10: Med Plasma Cannon
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6: Plasma Battery
7-8: Hvy Plasma Cannon
9: Plasma Web
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-10: Lt Plasma Cannon
11-12: Cargo
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		

WEAPON DATA

Hvy 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

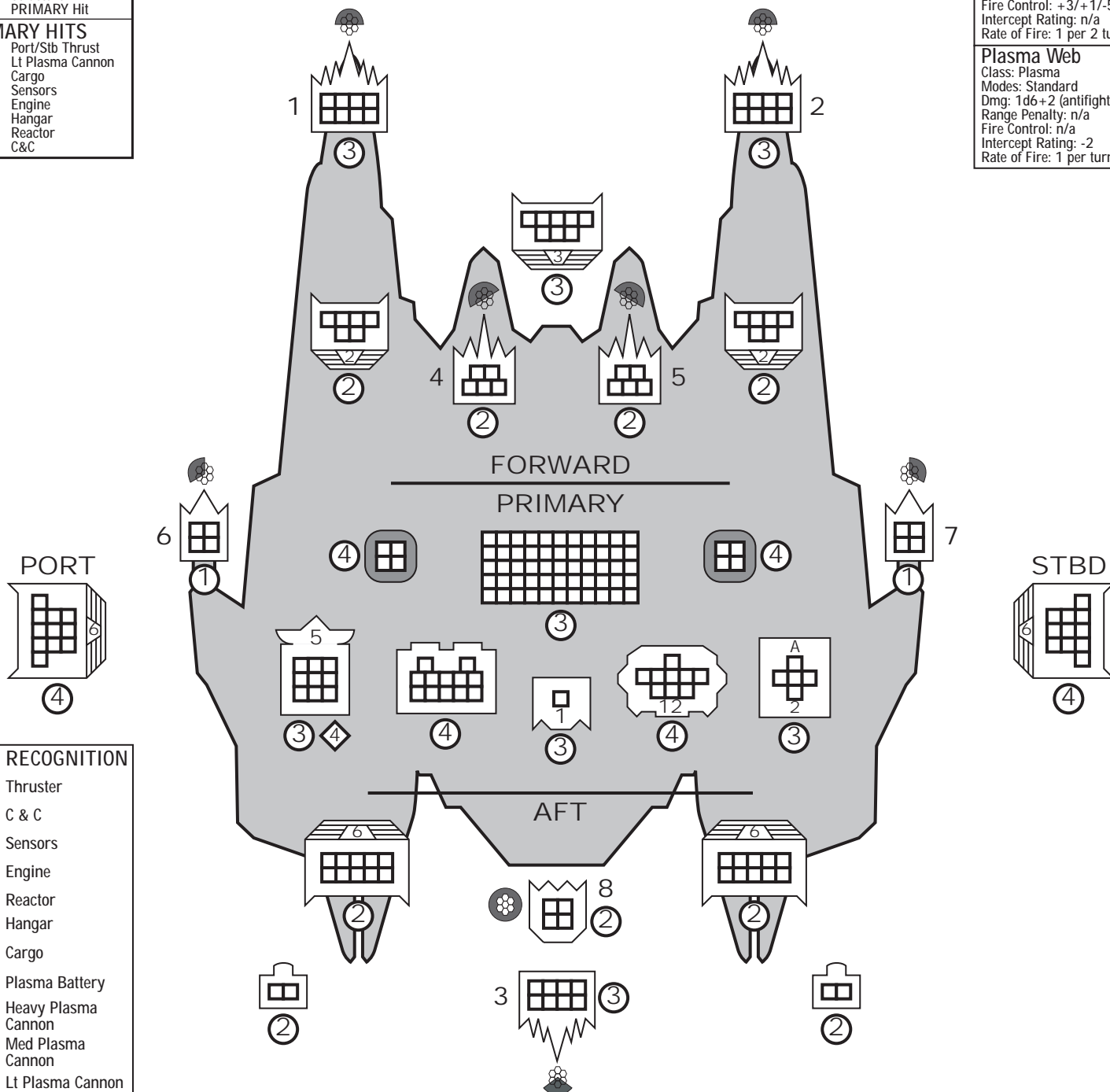
Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Light Plasma Cannon

Class: Plasma
Modes: Standard
Dmg: 2d10+2 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 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

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