INITIATIVE

SPEED

Thar'not'ak Variant (rare) Name: Counter:

Pak'ma'ra Jak'dal'nar Inferno Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service:2252	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value:650	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor:200	Pivot Cost: 4+2 Thrust	Extra Power: 0
Jump Delay:n/a	Roll Cost: 2+1 Thrust	Initiative Bonus: -1

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

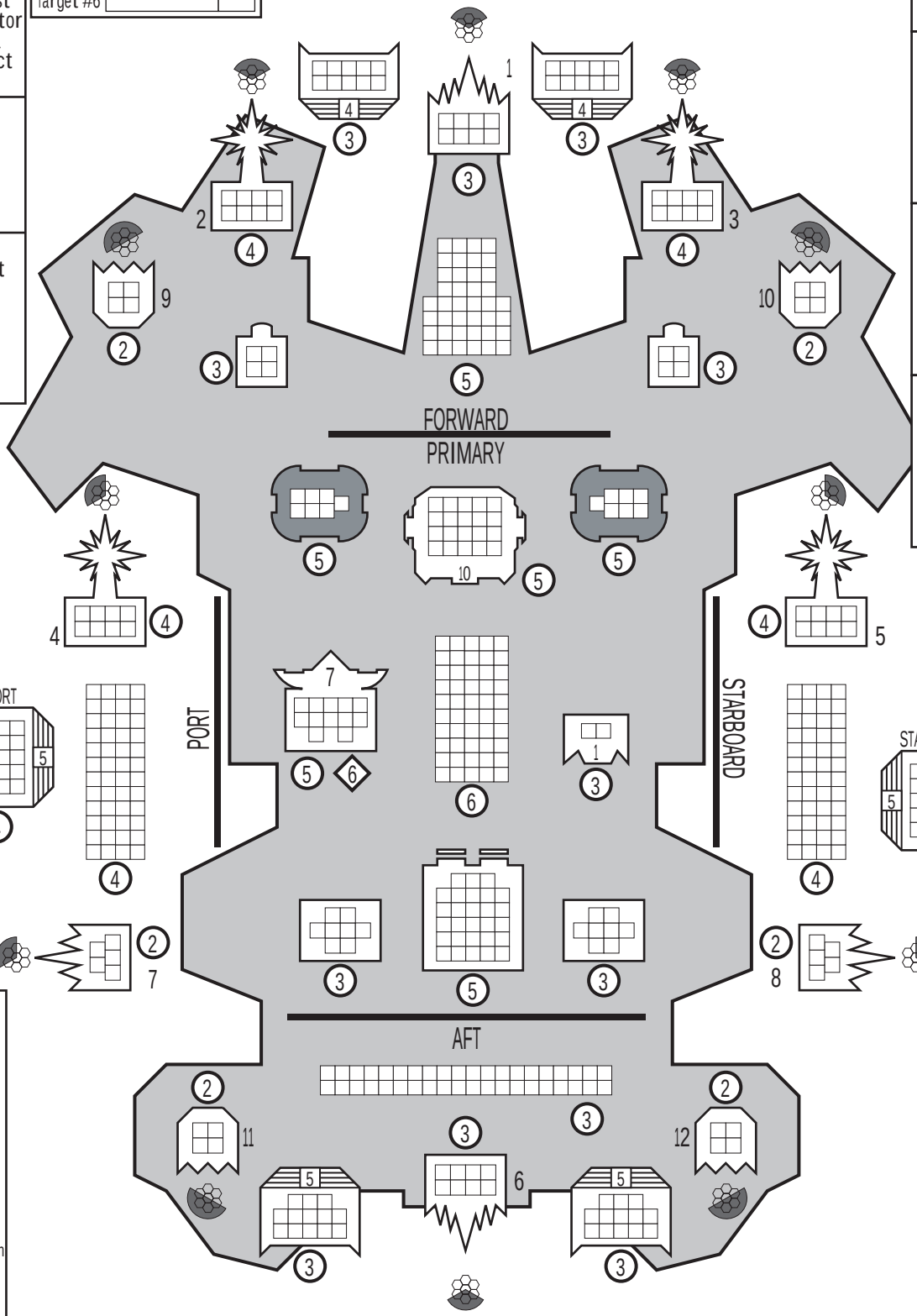
FORWARD HITS
- 1-4: Retro Thrust
- 5: Mega Plasma
- 6-7: Plasma Detonator
- 8-9: Plasma Web
- 10-11: Plasma Battery
- 12-18: Forward Struct
- 19-20: Primary Hit

SIDE HITS
- 1-5: Port/Stb Thrust
- 6: Plasma Detonator
- 7: Medium Plasma
- 8-18: Port/Stb Struct
- 19-20: Primary Hit

AFT HITS
- 1-5: Main Thrust
- 6: Heavy Plasma
- 7-8: Plasma Web
- 9-18: Aft Struct
- 19-20: Primary Hit

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

TURN DELAY



WEAPON DATA

Plasma Detonator (6)
Class: Ballistic (Plasma)
Mode: Standard
Damage: 2d10+8 (-4 per turn)*
Range Penalty: none
Max Range: 40 hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Targeted on a hex, not a unit. Damage is scored on 4 sides resolved as single hits down the centerline of fwd, port, stbd, and aft. See rules.

Heavy Plasma Cannon (5)
Class: Plasma
Mode: 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

Medium Plasma Cannon (3)
Class: Plasma
Mode: 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 (2)
Class: Plasma
Mode: Standard
Damage: 1d6+2 (antifighter mode)
Range Penalty: n/a
Fire Control: n/a
Intercept Rating: -2
Rate of Fire: 1 per turn

ICON RECOGNITION
- C&C
- Sensors
- Reactor
- Engine
- Hangar
- Thruster
- Plasma Detonator
- Heavy Plasma Cannon
- Medium Plasma Cannon
- Plasma Web
- Plasma Battery

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