



# Pakled Tondar Warship



SPECS		MANEUVERING		COMBAT STATS	
Class: Medium Ship		Turn Cost: 2/3 Speed		Fwd/Aft Defense: 12	
In Service: 2351		Turn Delay: 2/3 Speed		Stb/Port Defense: 13	
Point Value: 375		Accel/Decel Cost: 2 Thrust		Engine Efficiency: 3/1	
Ramming Factor: 60		Pivot Cost: 2+2 Thrust		Extra Power: 0	
Warp Delay: 12 Turns		Roll Cost: 2+2 Thrust		Initiative Bonus: +10	
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 2 2 3 4 4 5 6 6 7 8 8				

WEAPON DATA	
<b>Assault Disruptor</b>	
Class: Molecular	
Mode: Standard	
Damage: 2d10+8	
Range Penalty: -1 per hex	
Fire Control: +5/+3/+0	
Intercept Rating: -1	
Rate of Fire: 1 per 3 turns	
<b>Light Photon Torpedo</b>	
Class: Ballistic + Antimatter	
Mode: Standard	
Damage: X+10	
Max X: 10	
Range Penalty: None	
Max Range: 35 hexes	
Fire Control: +3/+1/-2	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
<b>Light Phaser Bank</b>	
Class: Molecular	
Mode: Standard	
Damage: 1d10+4	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
<b>Deflector Shield</b>	
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.	

FORWARD HITS	
1-2:	Deflector Shield
3-4:	Light Phaser
5-7:	Cargo A/B
8-10:	Cargo C/D
11-17:	Structure
18-20:	PRIMARY Hit

AFT HITS	
1-5:	Impulse Thruster
6-7:	Deflector Shield
8-10:	Light Phaser
11-17:	Structure
18-20:	PRIMARY Hit

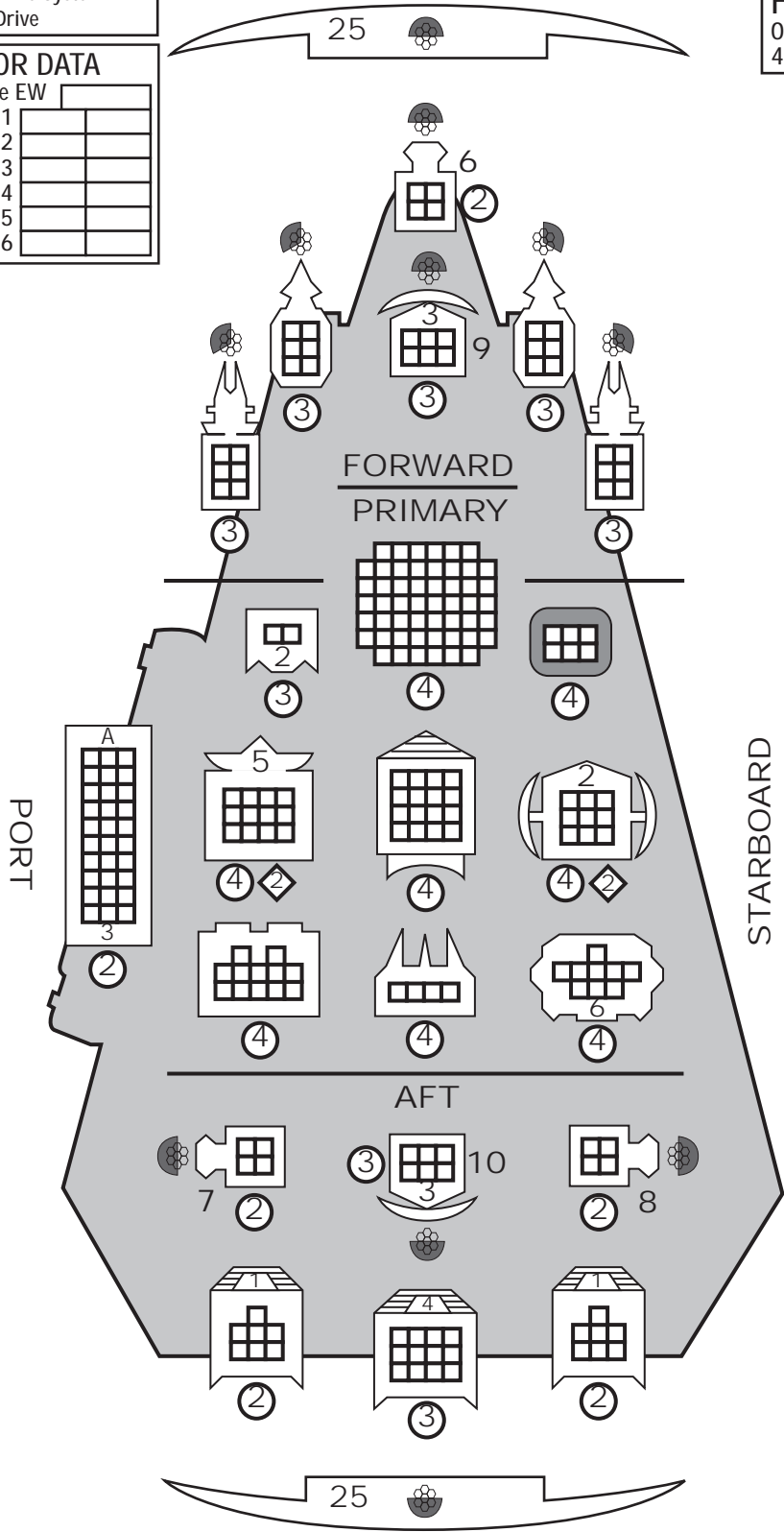
PRIMARY HITS	
1-5:	Warp Engine
6-8:	Cargo E
9-10:	Shield Generator
11:	Tractor Beam
12-13:	Sensors
14-15:	Hangar
16-17:	Engine
18-19:	Reactor
20:	C&C

SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

**HANGAR**  
0 Fighters  
4 Shuttles



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Shield Generator
	Deflector Shield
	Warp Engine
	Assault Disruptor
	Lt Photon Torpedo
	Light Phaser