

# Circasian Gallah Auxiliary Carrier

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service: 1957	Turn Delay: 1 x Speed	Stb/Port Defense: 14
Point Value: 185	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 100	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
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	
<b>Light Particle Beam</b>	
Class: Particle	◆
Modes: Standard	
Damage: 1d10+4	
Range Penalty: -2 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: -2	
Rate of Fire: 1 per turn	

FORWARD HITS	
1-3:	Retro Thrust
4-6:	Lt Particle Beam
7-10:	Fwd Hangar
11-18:	Forward Structure
19-20:	PRIMARY Hit

AFT HITS	
1-5:	Main Thrust
6-8:	Lt Particle Beam
9-11:	Aft Hangar
12-18:	Aft Structure
19-20:	PRIMARY Hit

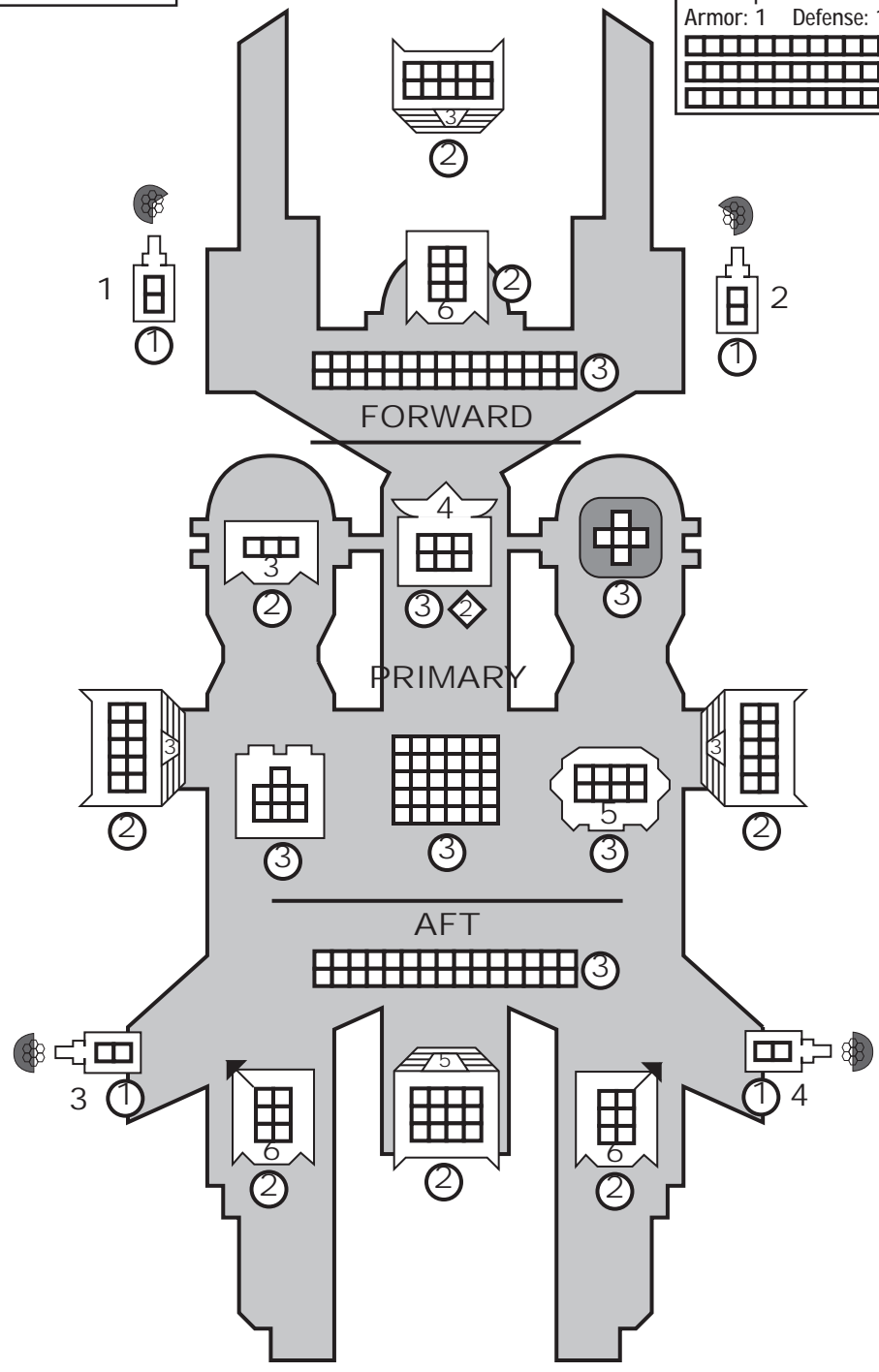
  

PRIMARY HITS	
1-6:	Primary Structure
7-9:	Port/Stb Thrust
10-13:	Cargo B/C
14:	Sensors
15-16:	Engine
17-18:	Hangar
19:	Reactor
20:	C&C

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

**OUTER HANGARS**  
6 Light Fighters each

**HANGAR**  
0 Fighters  
3 Cargo Shuttles:  
No Weapons Thrust: 3  
Armor: 1 Defense: 13/12



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Lt Particle Beam