

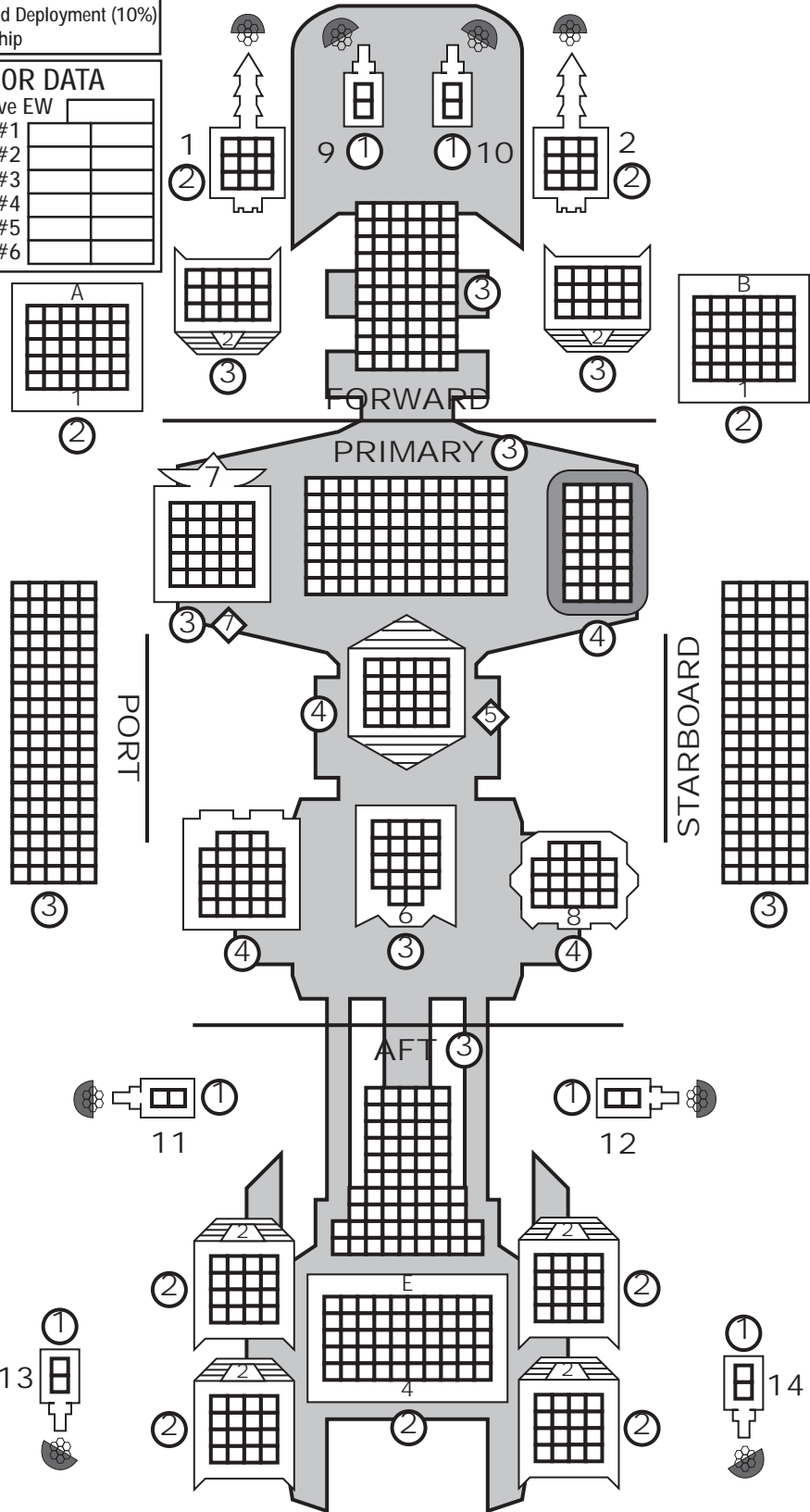
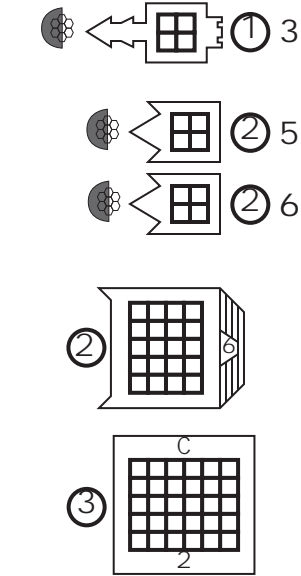


# Circasian Kiralina Jump Ship [Upgraded]

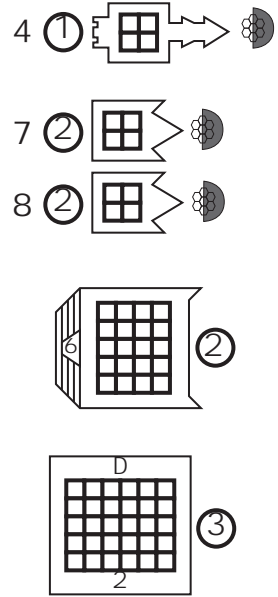
<b>SPECS</b> Class: Enormous Unit In Service: 1962 Point Value: 750 Ramming Factor: 380 Jump Delay: 36 Turns	<b>MANEUVERING</b> Turn Cost: 3/2 Speed Turn Delay: 3/2 Speed Accel/Decel Cost: 4 Thrust Pivot Cost: 8+8 Thrust Roll Cost: 5+5 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 17 Stb/Port Defense: 20 Engine Efficiency: 5/1 Extra Power: 0 Initiative Penalty: -2
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 3 5 6 8 9 11 12 14 15 17 18	
Turn Delay	2 3 5 6 8 9 11 12 14 15 17 18	

<b>WEAPON DATA</b> <b>Heavy Rocket Launcher</b> Class: Ballistic Modes: Standard Damage: 2d10+4 Range Penalty: n/a (max 30) Fire Control: +2/+1/-3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns	<b>Rocket Launcher</b> Class: Ballistic Modes: Standard Damage: 2d6+2 Range Penalty: n/a (max 15) Fire Control: +1/+1/+1 Intercept Rating: n/a Rate of Fire: 1 per turn	<b>Light Plasma Cannon</b> 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	<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
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<b>FORWARD HITS</b> 1-4: Retro Thrust 5-6: Rocket Launcher 7-8: Lt Particle Beam 9-11: Cargo 12-18: Forward Structure 19-20: PRIMARY Hit	<b>SPECIAL NOTES</b> Restricted Deployment (10%) ELINT Ship
<b>SIDE HITS</b> 1-5: Port/Stb Thrust 6: Rocket Launcher 7-8: Lt Plasma Cannon 9-11: Cargo 12-18: Port/Stb Structure 19-20: PRIMARY Hit	<b>SENSOR DATA</b> Defensive EW Target #1 Target #2 Target #3 Target #4 Target #5 Target #6
<b>AFT HITS</b> 1-6: Main Thrust 7-8: Lt Particle Beam 9-11: Cargo 12-18: Aft Structure 19-20: PRIMARY Hit	
<b>PRIMARY HITS</b> 1-8: Primary Structure 9-11: Jump Engine 12-13: Sensors 14-15: Engine 16-17: Hangar 18-19: Reactor 20: C&C	



	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Cargo
	Lt Particle Beam
	Lt Plasma Cannon
	Heavy Rocket Launcher
	Rocket Launcher



<b>HANGAR</b> 12 Fighters 6 Cargo Shuttles: Thrust: 3 Armor: 0 Defense: 12/12