



Circasian Reqlata Bombardment Cruiser

SPECS Class: Capital Ship In Service: 1950 Point Value: 475 Ramming Factor: 210 Jump Delay: N/A	MANEUVERING Turn Cost: 1 x Speed Turn Delay: 1 x Speed Accel/Decel Cost: 4 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 2+2 Thrust	COMBAT STATS Fwd/Aft Defense: 14 Stb/Port Defense: 17 Engine Efficiency: 4/1 Extra Power: 0 Initiative Bonus: +0
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	

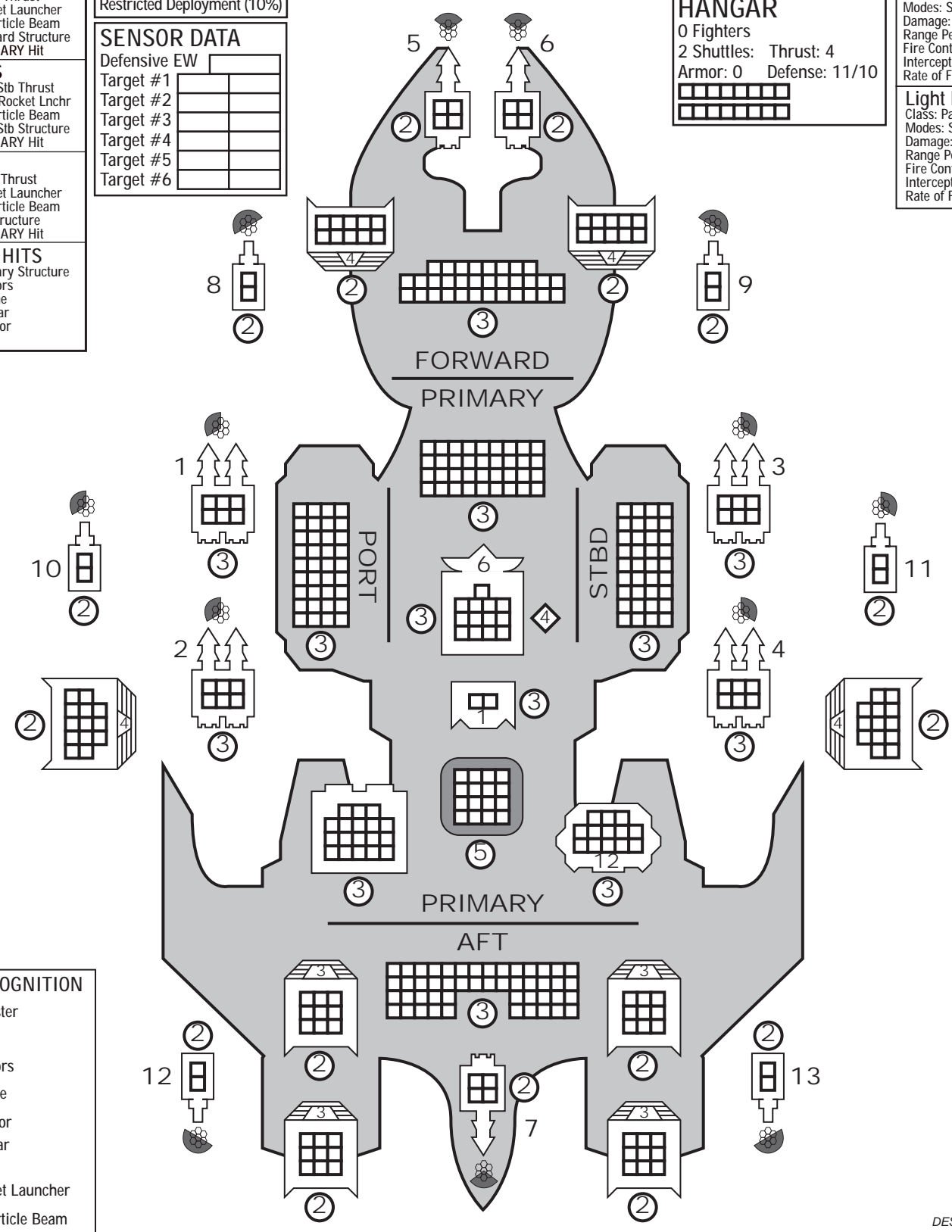
WEAPON DATA Dual Rocket Launcher Class: Ballistic Modes: Standard Damage: 2d6+2 Range Penalty: None Max Range: 15 hexes Fire Control: +1/+1/+1 Intercept Rating: n/a Rate of Fire: 2 per turn

FORWARD HITS 1-5: Retro Thrust 6-7: Rocket Launcher 8-9: Lt Particle Beam 10-18: Forward Structure 19-20: PRIMARY Hit
SIDE HITS 1-5: Port/Stb Thrust 6-8: Dual Rocket Lnchr 9-10: Lt Particle Beam 11-18: Port/Stb Structure 19-20: PRIMARY Hit
AFT HITS 1-6: Main Thrust 7: Rocket Launcher 8-9: Lt Particle Beam 10-18: Aft Structure 19-20: PRIMARY Hit
PRIMARY HITS 1-8: Primary Structure 9-11: Sensors 12-14: Engine 15-16: Hangar 17-19: Reactor 20: C&C

SPECIAL NOTES Restricted Deployment (10%)	
SENSOR DATA Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR 0 Fighters 2 Shuttles: Thrust: 4 Armor: 0 Defense: 11/10

Rocket Launcher 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
Light Particle Beam 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



	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Dual Rocket Launcher
	Lt Particle Beam