



# Circasian Shenna Strike Carrier

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 1953	Turn Delay: 2/3 Speed	Stb/Port Defense: 16
Point Value: 375	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 130	Pivot Cost: 3+3 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 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>Particle Lance</b> Class: Particle Modes: Raking Damage: 3d10+16 Range Penalty: -1 per 2 hexes Fire Control: +4/+2/+0 Intercept Rating: -2 Rate of Fire: 1 per 2 turns Can fire as two light particle cannons at the same target.

FORWARD HITS
1-3: Retro Thrust
4-6: Particle Lance
7-9: Lt Particle Beam
10-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-7: Rocket Launcher
8-10: Lt Particle Beam
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Structure
8-10: Port/Stb Thrust
11-12: Sensors
13-14: Engine
15-17: Hangar
18-19: Reactor
20: C&C

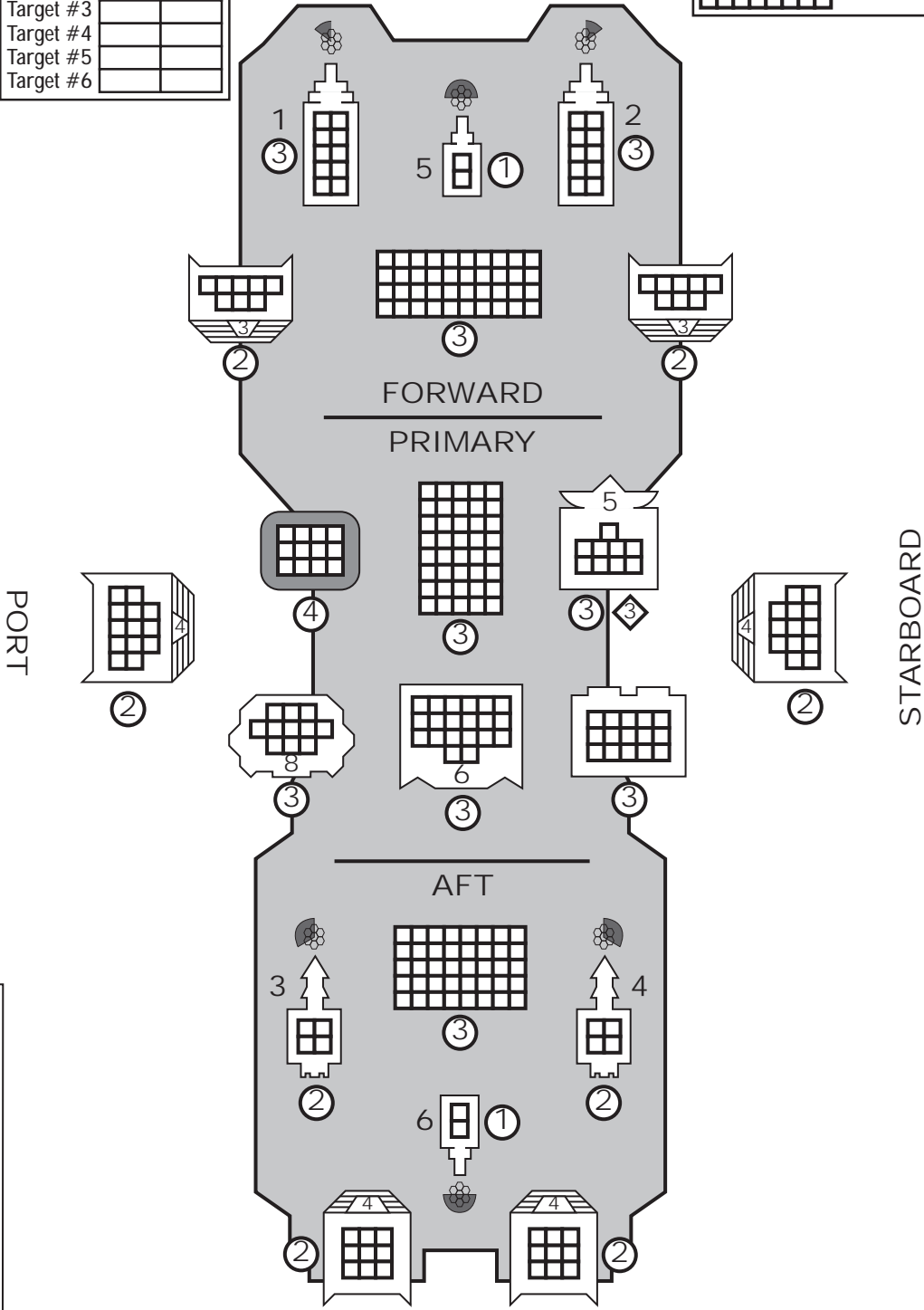
SPECIAL NOTES
Limited Availability (33%)

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

HANGAR
18 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 10/10
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<b>Light Particle Cannon</b> Class: Particle Modes: Raking Damage: 2d10+8 Range Penalty: -1 per hex Fire Control: +4/+2/+0 Intercept Rating: -2 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
<b>Rocket Launcher</b> 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: 1 per turn



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