

Circasian Thrace Jump Cruiser

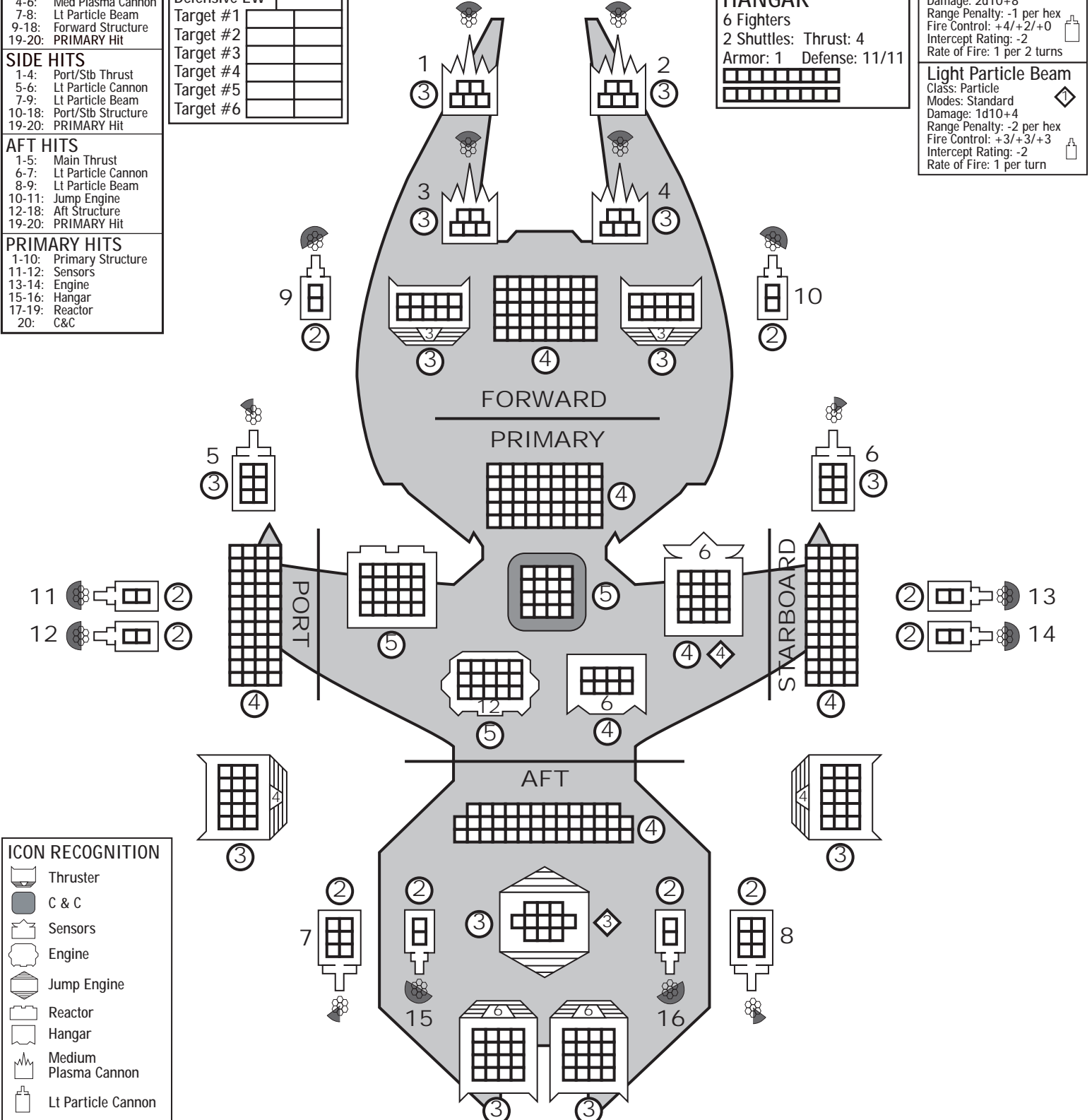
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship In Service: 1975 Point Value: 450 Ramming Factor: 230 Jump Delay: 36 Turns	Turn Cost: 1 x Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 2+2 Thrust	Fwd/Aft Defense: 15 Stb/Port Defense: 17 Engine Efficiency: 3/1 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 2 3 4 4 5 6 6 7 7 8	

WEAPON DATA	
Med. Plasma Cannon	Class: Plasma Modes: Standard Dmg: 3d10+4 (-1 per 2 hexes) Range Penalty: -1 per hex Fire Control: +3/+1/-5 Intercept Rating: n/a Rate of Fire: 1 per 3 turns
Light Particle Cannon	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
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

FORWARD HITS
1-3: Retro Thrust 4-6: Med Plasma Cannon 7-8: Lt Particle Beam 9-18: Forward Structure 19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust 5-6: Lt Particle Cannon 7-9: Lt Particle Beam 10-18: Port/Stb Structure 19-20: PRIMARY Hit
AFT HITS
1-5: Main Thrust 6-7: Lt Particle Cannon 8-9: Lt Particle Beam 10-11: Jump Engine 12-18: Aft Structure 19-20: PRIMARY Hit
PRIMARY HITS
1-10: Primary Structure 11-12: Sensors 13-14: Engine 15-16: Hangar 17-19: Reactor 20: C&C

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

HANGAR
6 Fighters
2 Shuttles: Thrust: 4
Armor: 1 Defense: 11/11



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Medium Plasma Cannon
	Lt Particle Cannon
	Lt Particle Beam