



Circasian Toltara Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 1942	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value: 300	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 4/1
Ramming Factor: 110	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	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	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	1 2 2 3 4 4 5 6 6 7 8 8

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	
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	

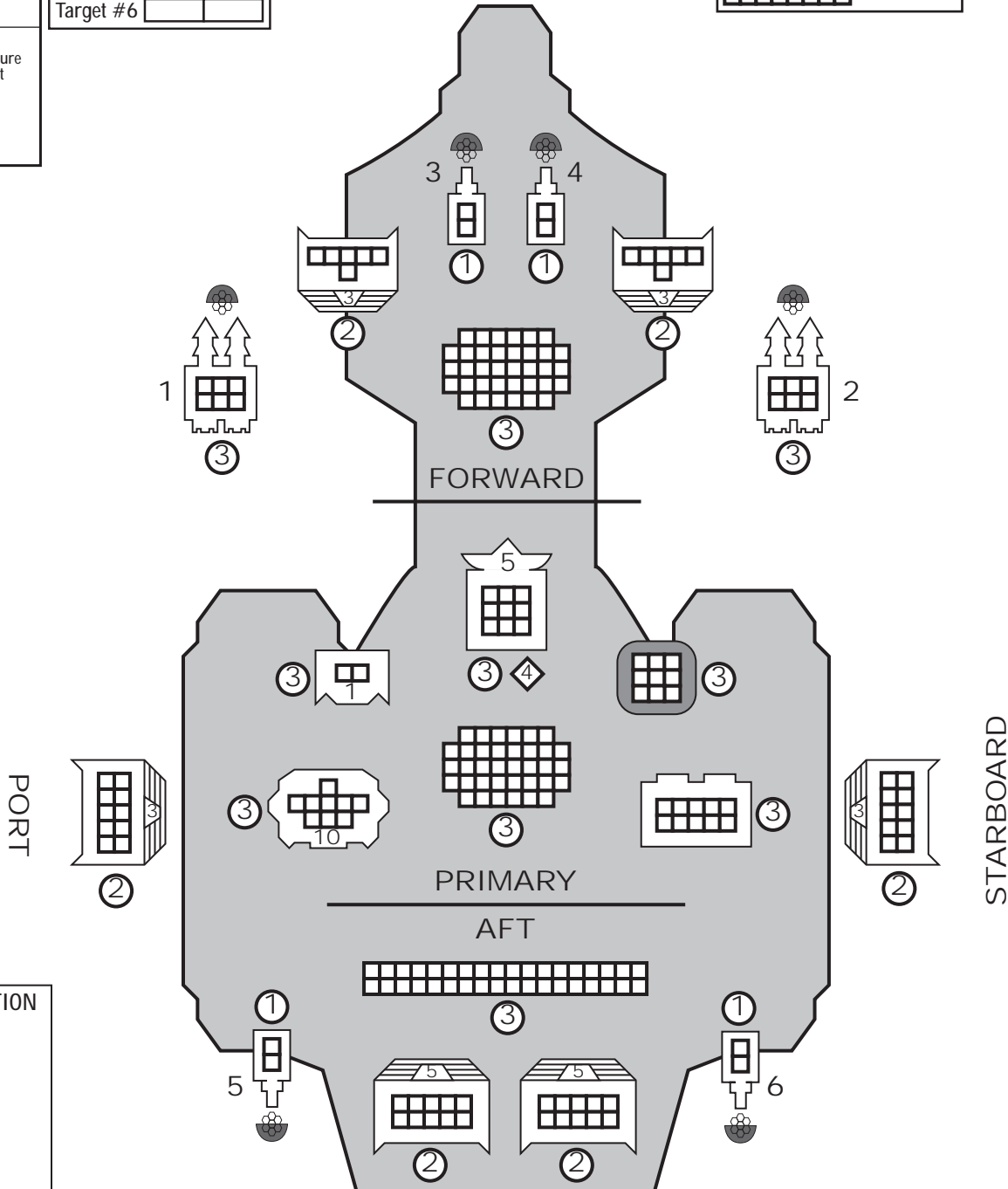
FORWARD HITS	
1-4:	Retro Thrust
5-7:	Dual Rocket Lnchr
8-10:	Lt Particle Beam
11-18:	Forward Structure
19-20:	PRIMARY Hit

AFT HITS	
1-6:	Main Thrust
7-9:	Lt Particle Beam
10-18:	Aft Structure
19-20:	PRIMARY Hit

PRIMARY HITS	
1-8:	Primary Structure
9-11:	Port/Stb Thrust
12-13:	Sensors
14-15:	Engine
16-17:	Hangar
18-19:	Reactor
20:	C&C

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