

Circasian Tratha Scoutship

SPECS	MANEUVERING	COMBAT STATS	WEAPON DATA
Class: Hvy Combat Vsl In Service: 1966 Point Value: 325 Ramming Factor: 140 Jump Delay: 36 Turns	Turn Cost: 2/3 Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 2+2 Thrust	Fwd/Aft Defense: 14 Stb/Port Defense: 15 Engine Efficiency: 2/1 Extra Power: 0 Initiative Bonus: +6	Light Plasma Cannon 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
Speed	1 2 3 4 5 6 7 8 9 10 11 12		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
Turn Cost	1 2 2 3 4 4 5 6 6 7 7 8		
Turn Delay	1 2 2 3 4 4 5 6 6 7 7 8		

FORWARD HITS
1-4: Retro Thrust
5-7: Lt Plasma Cannon
8-9: Lt Particle Beam
10-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Lt Particle Beam
10-12: Jump Engine
13-18: Aft Structure
19-20: PRIMARY Hit

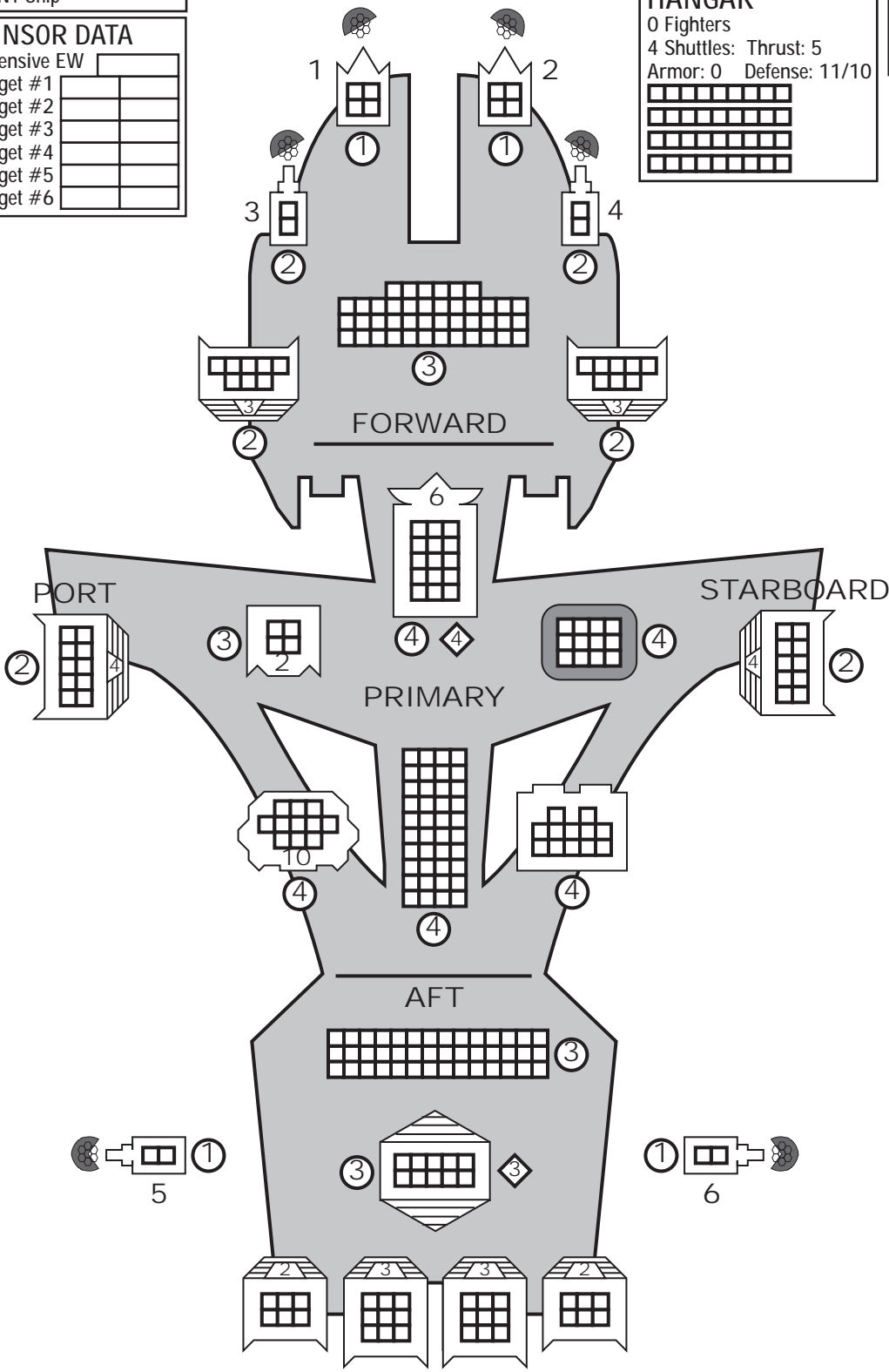
PRIMARY HITS
1-7: Primary Structure
8-9: Port/Stb Thrust
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES
ELINT Ship

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

HANGAR

0 Fighters
4 Shuttles: Thrust: 5
Armor: 0 Defense: 11/10



ICON RECOGNITION

	Thrustor
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Lt Plasma Cannon
	Lt Particle Beam