



Circasian Feilah Gunboats (4)

SPECS	MANEUVERING	COMBAT STATS	WEAPON DATA
Class: Lt Combat Vsl In Service: 1944 Point Value: 175 each Ramming Factor: 30 Jump Delay: N/A	Turn Cost: 1/4 Speed Turn Delay: 1/4 Speed Accel/Decel Cost: 1 Thrust Pivot Cost: 1 Thrust Roll Cost: 1 Thrust	Fwd/Aft Defense: 10 Stb/Port Defense: 10 Engine Efficiency: 1/1 Extra Power: 0 Initiative Bonus: +14	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 1 1 1 2 2 2 2 3 3 3 3		
Turn Delay	1 1 1 1 2 2 2 2 3 3 3 3		

HIT LOCATIONS

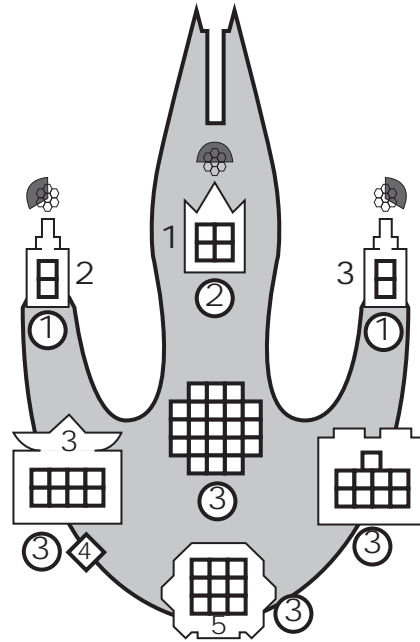
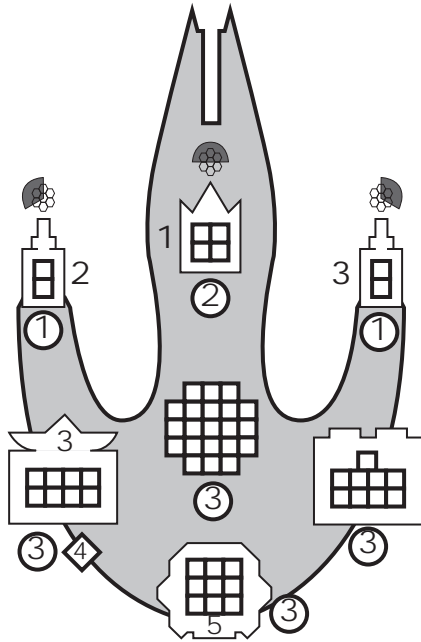
- 1-10: Structure
- 11-12: Lt Plasma Cannon
- 13-15: Lt Particle Beam
- 16-17: Drive
- 18-19: Reactor
- 20: Control

SPECIAL NOTES

- Agile Ships
- Atmospheric Capable

SENSOR DATA

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

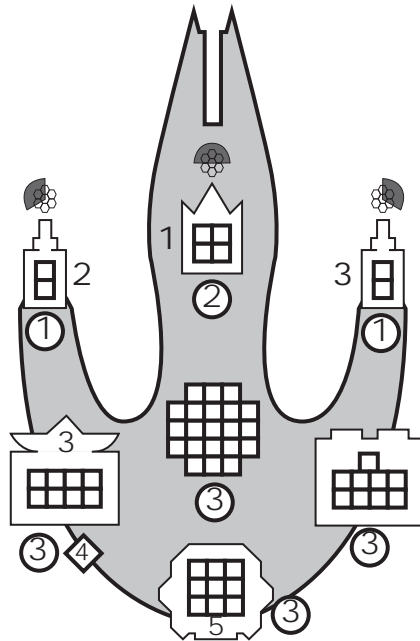
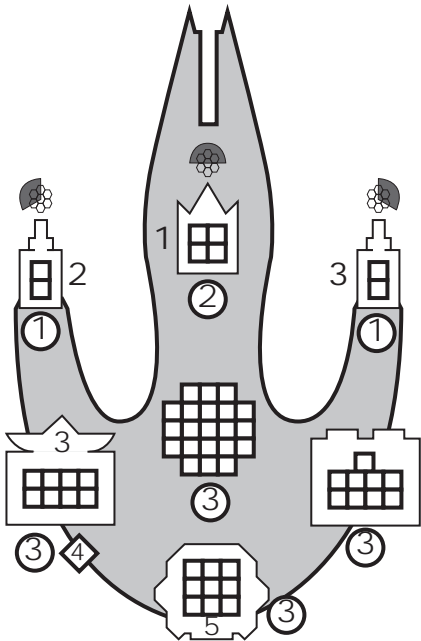


SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
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Target #6	

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Defensive EW	
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Defensive EW	
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Target #6	

ICON RECOGNITION

- Control
- Drive
- Reactor
- Lt Plasma Cannon
- Light Particle Beam