



Circasian Koric Mine Cruiser

SPECS

Class: Capital Ship
 In Service: 1992
 Point Value: 450
 Ramming Factor: 210
 Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
 Turn Delay: 2/3 Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 2+2 Thrust
 Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
 Stb/Port Defense: 17
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: +0

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

Plasma Mine

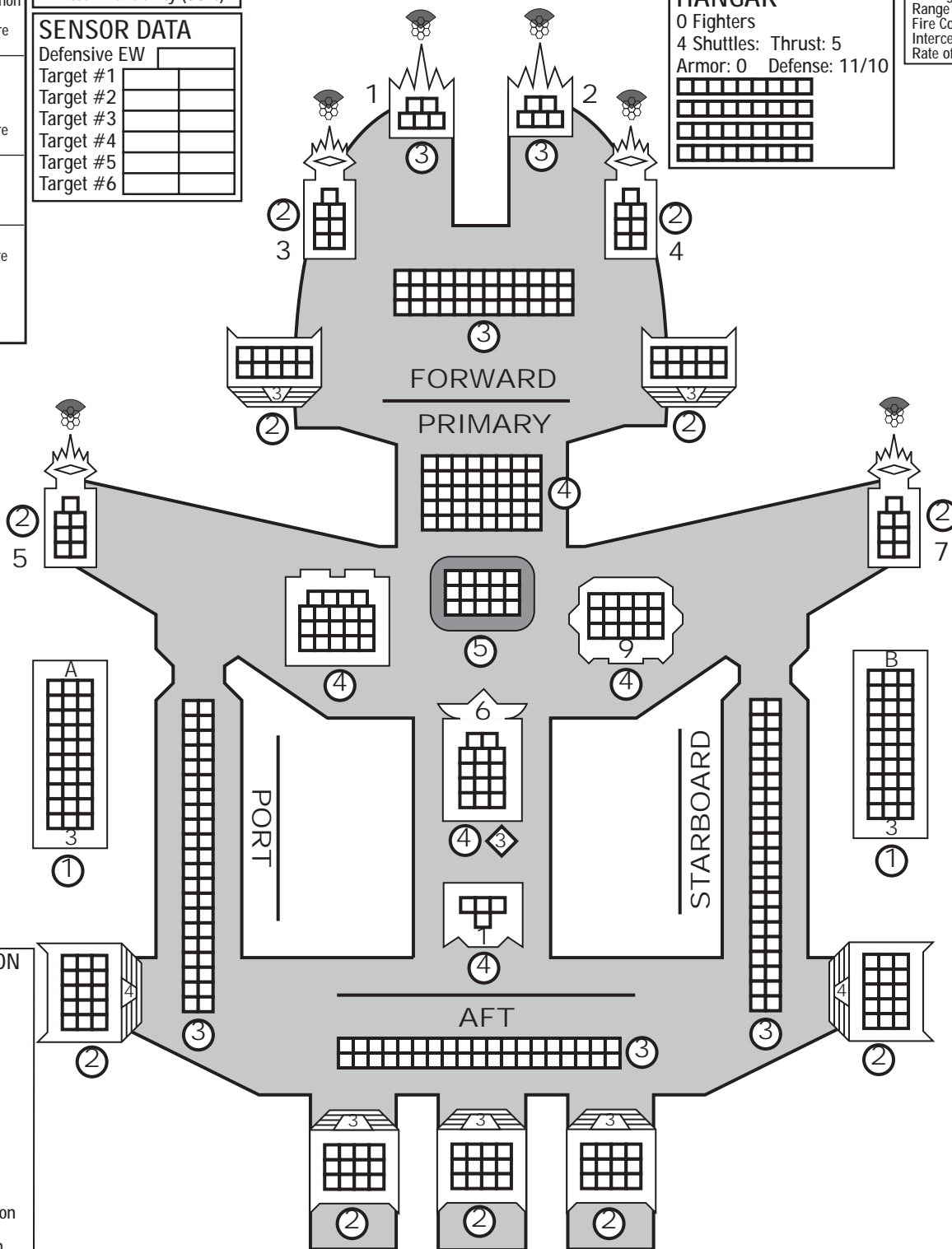
Class: Ballistic (Plasma)
 Modes: Standard
 Damage: 2d10
 Range Penalty: n/a (max 30)
 Fire Control: +2/+0/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

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

FORWARD HITS
1-4: Retro Thrust
5-6: Med Plasma Cannon
7-9: Plasma Mine
10-18: Forward Structure
19-20: PRIMARY Hit
SIDE HITS
1-5: Port/Stb Thrust
6-8: Plasma Mine
9-11: Cargo
12-18: Port/Stb Structure
19-20: PRIMARY Hit
AFT HITS
1-8: Main Thrust
9-18: Structure
19-20: PRIMARY Hit
PRIMARY HITS
1-10: Primary Structure
11-13: Sensors
14-15: Engine
16-17: 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
 0 Fighters
 4 Shuttles: Thrust: 5
 Armor: 0 Defense: 11/10



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Cargo
Lt Particle Cannon
Lt Particle Beam
Lt Plasma Cannon
Rocket Launcher