



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

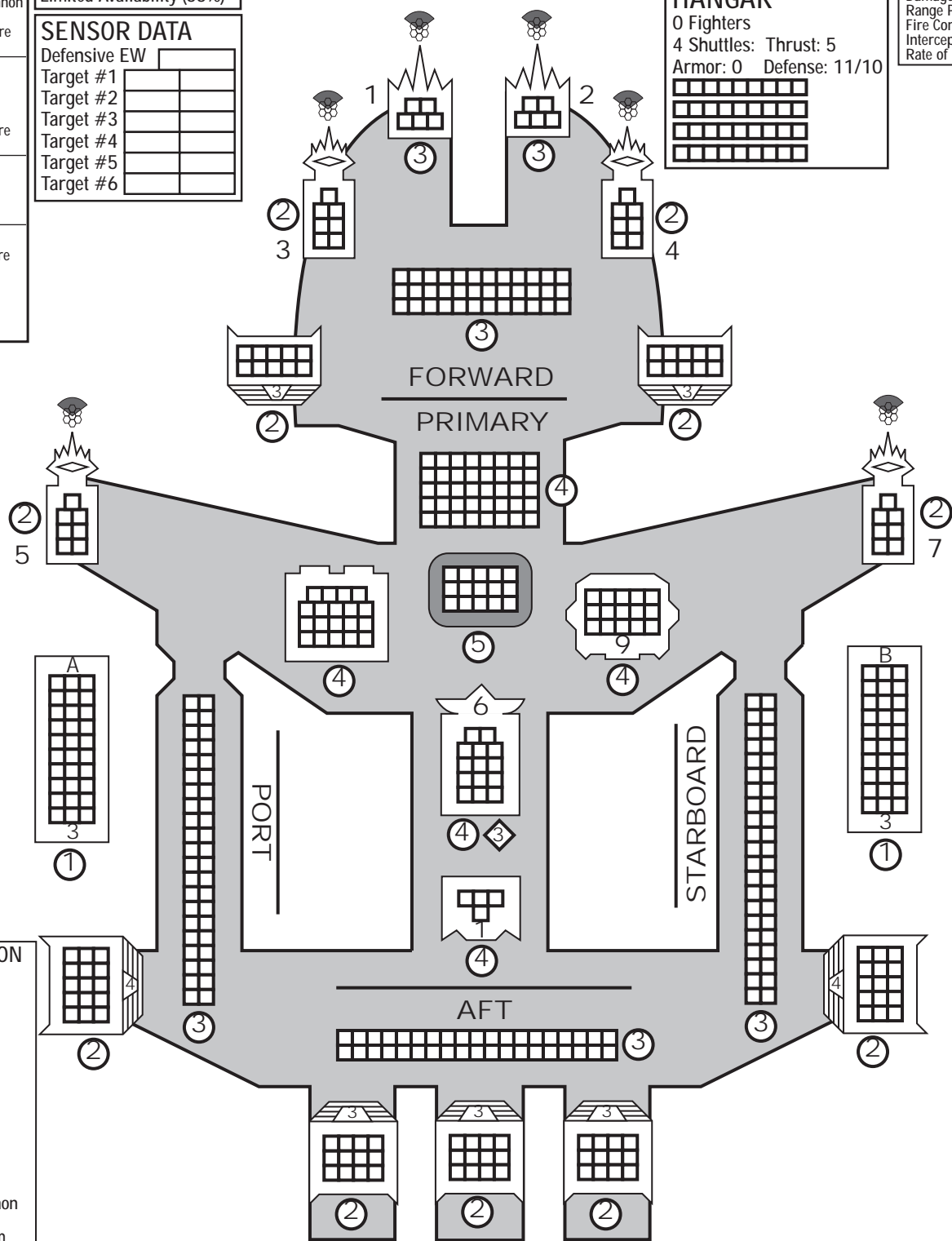
Class: Ballistic (Plasma)
 Modes: Standard
 Damage: 2d10
 Range Penalty: n/a (max 30)
 Fire Control: +2/+0/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

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