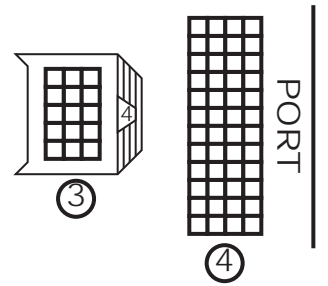
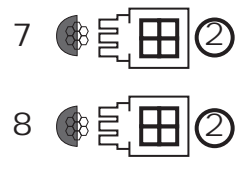
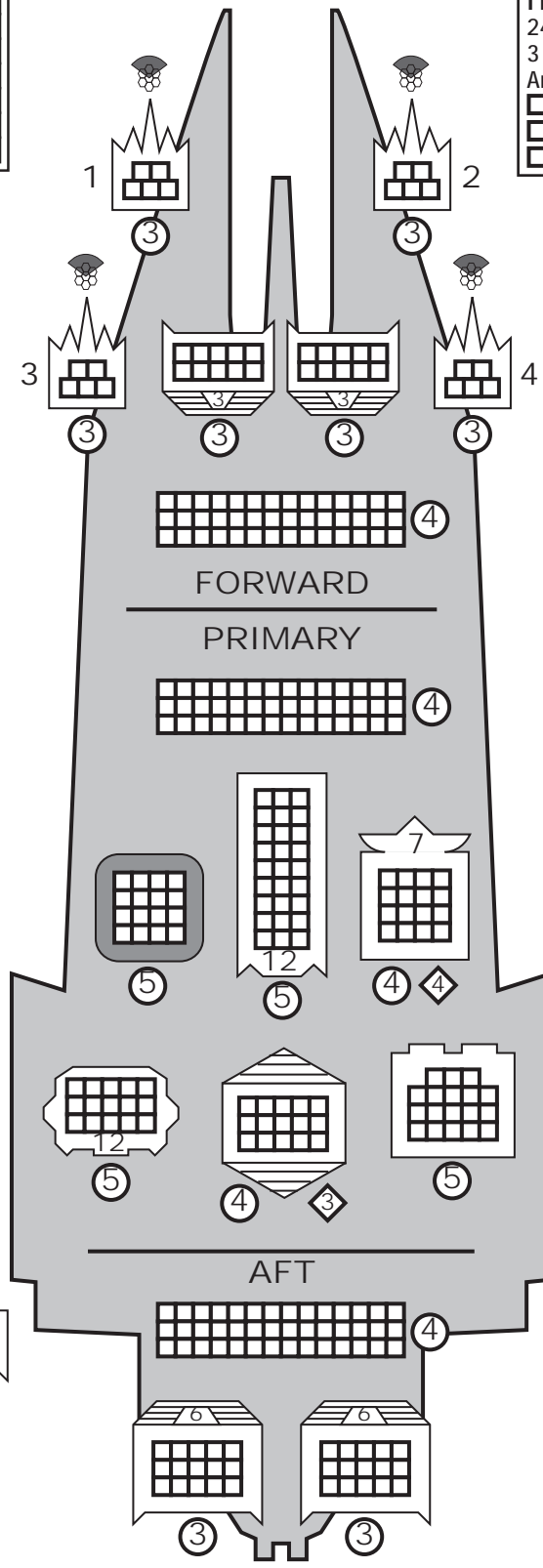




Circasian Misha Jump Carrier

SPECS Class: Capital Ship In Service: 1978 Point Value: 480 Ramming Factor: 240 Jump Delay: 32 Turns	MANEUVERING Turn Cost: 1 x Speed Turn Delay: 1 x Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 2+2 Thrust	COMBAT STATS Fwd/Aft Defense: 14 Stb/Port Defense: 16 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																																							
<table border="1"> <tr> <th>Speed</th> <th>1</th><th>2</th><th>3</th><th>4</th><th>5</th><th>6</th><th>7</th><th>8</th><th>9</th><th>10</th><th>11</th><th>12</th> </tr> <tr> <td>Turn Cost</td> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td> </tr> <tr> <td>Turn Delay</td> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td> </tr> </table>		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	3	4	5	6	7	8	9	10	11	12	Gatling Particle Beam Class: Particle Modes: Raking Damage: 3d10 Range Penalty: -2 per hex Fire Control: +2/+2/+5 Intercept Rating: -3 Rate of Fire: 1 per turn Special: Scores each 1d10 as a separate sub-volley.	
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	3	4	5	6	7	8	9	10	11	12																														
FORWARD HITS 1-3: Retro Thrust 4-6: Med Plasma Cannon 7-9: Med Plasma Cannon (Particle Maul) 10-18: Forward Structure 19-20: PRIMARY Hit		SENSOR DATA Defensive EW Target #1 Target #2 Target #3 Target #4 Target #5 Target #6																																								
SIDE HITS 1-5: Port/Stb Thrust 6-8: Gatling P-Beam 9-18: Port/Stb Structure 19-20: PRIMARY Hit		HANGAR 24 Medium Fighters 3 Shuttles: Thrust: 4 Armor: 1 Defense: 11/11																																								
AFT HITS 1-6: Main Thrust 6-8: Med Plasma Cannon 9-18: Aft Structure 19-20: PRIMARY Hit		Particle Maul Class: Particle Modes: Standard Damage: 1d10+12 Range Penalty: -1 per 2 hexes Fire Control: +2/+1/-1 Intercept Rating: n/a Rate of Fire: 1 per 3 turns																																								
PRIMARY HITS 1-8: Primary Structure 9-10: Jump Engine 11-12: Sensors 13-14: Engine 15-17: Hangar 18-19: Reactor 20: C&C																																										



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Med Plasma Cannon
	Lt Particle Cannon
	Lt Particle Beam

1984 Refit
 Point Value: 500
 1. Replace Med Plasma Cannon 3 and 4 with Particle Maul 3 and 4.

The diagram shows the ship's layout after the 1984 refit. The Med Plasma Cannon at positions 3 and 4 have been replaced by Particle Mauls. The rest of the ship's structure remains the same.