



Circasian Solukar Battlecruiser

SPECS
 Class: Capital Ship
 In Service: 1980
 Point Value: 580
 Ramming Factor: 230
 Jump Delay: 32 Turns

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

COMBAT STATS
 Fwd/Aft Defense: 16
 Stb/Port Defense: 17
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: +0

WEAPON DATA
Particle Cannon
 Class: Particle
 Modes: Raking
 Damage: 2d10+15
 Range Penalty: -1 per 2 hexes
 Fire Control: +5/+4/+2
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

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

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	2	3	4	4	5	6	6	7	7	8

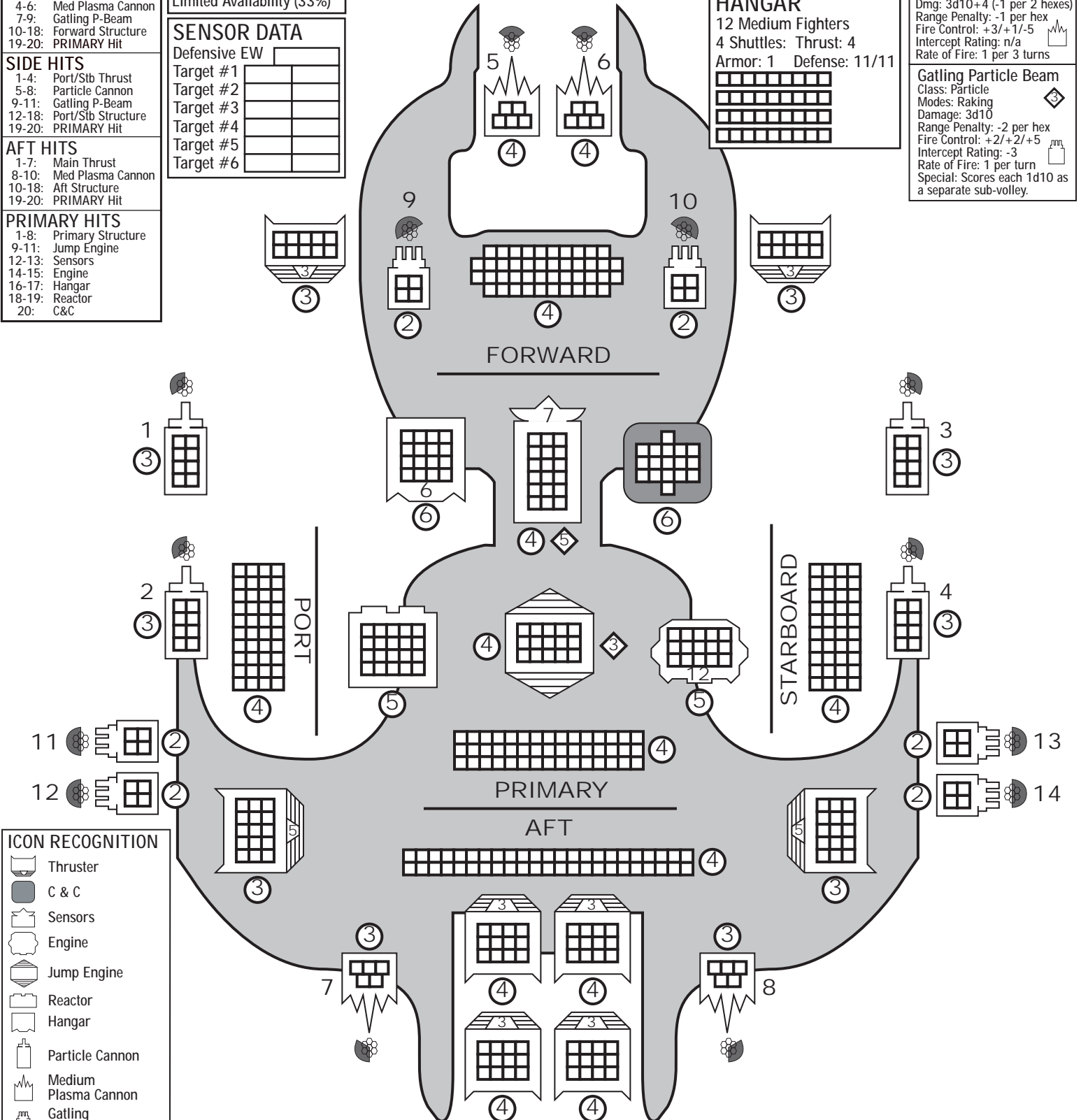
- FORWARD HITS**
 1-3: Retro Thrust
 4-6: Med Plasma Cannon
 7-9: Gatling P-Beam
 10-18: Forward Structure
 19-20: PRIMARY Hit
- SIDE HITS**
 1-4: Port/Stb Thrust
 5-8: Particle Cannon
 9-11: Gatling P-Beam
 12-18: Port/Stb Structure
 19-20: PRIMARY Hit
- AFT HITS**
 1-7: Main Thrust
 8-10: Med Plasma Cannon
 10-18: Aft Structure
 19-20: PRIMARY Hit
- PRIMARY HITS**
 1-8: Primary Structure
 9-11: Jump Engine
 12-13: 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
 12 Medium Fighters
 4 Shuttles: Thrust: 4
 Armor: 1 Defense: 11/11



ICON RECOGNITION

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